computer and video games

CHRISTMAS BUYERS GUIDE

- The Top Machines
- The Best Games
- Bargain Software
- Finest Controllers
- T-shirts. Music.
- Videos. Biscuits.

CVG BUYERS GUIDE

Christmas means three things: the birth of baby Jesus; national holidays, and the desperate scramble to get the presents you want.

CVG's gift to you is this complete guide to everything 'videogames' you could possibly want this yule. Just leave this awesome pull-out near any friend or relative (with wanted items clearly marked) and let old St Nick do his stuff!

PlayStation
PAL
QUAKE
replay
THE WORLD'S GREATEST
SEGA SATURN
SEGA SATURN
NINTENDO64
LYLAT WARS
NINTENDO
INCLUDES RUMBLE PAK CONTROLLER ACCESSORY
PAL VERSION
PUMP ACTION
RELOAD
START
Nintendo

LL THE TOP MACHINES, THE VERY CREAM OF GAMES, BARGAIN SOFTWARE G

NINTENDO64
ATARI
wipEout 2097
SEGA SATURN
STREET FIGHTER ALPHA 2
MORTAL KOMBAT
BLAZE
SONY

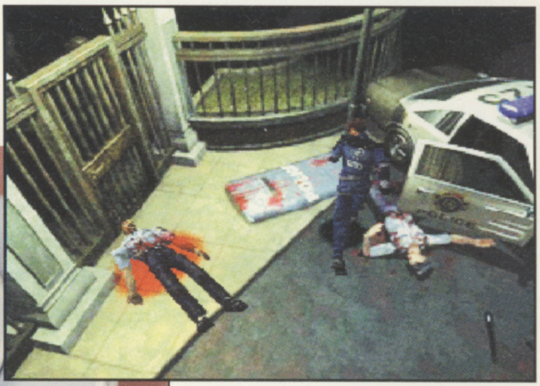
LORE, LETHAL LIGHTGUNS, SUPER STEERING WHEELS, COOL CLOTHES, COO

SONY PLAYSTATION

"Do not underestimate the power," is what we were told. Those who did could be kicking themselves. The PlayStation has gone from strength to strength in the last year, and the titles lined up for the next twelve months don't look too bad either!

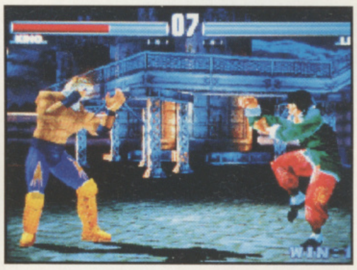
FIVE GOLD RINGS

➔ *Resident Evil 2* features amazing graphics and some genuinely scary moments. If you don't own the original, get the *Director's Cut* now or wait for the Platinum version in the spring.



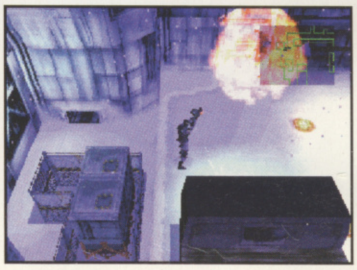
1 RESIDENT EVIL 2

This game is going to be so good, you'll need incontinence pants to play it. If you're gagging for it already, there's a superb demo bundled with *Resident Evil: The Directors Cut*, which will give you just the teaser you need. Here's what to expect: Zombie policemen; zombie civilians, and zombies on fire! And the zombies twitch when they're on the floor. At one point you go into a gun shop to stock up on ammo where the owner gets munched by the undead who come smashing through the window! It really doesn't get better than this.



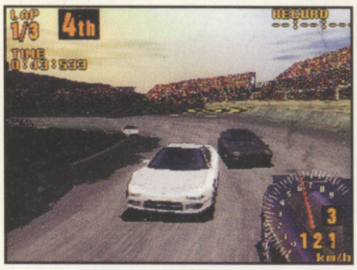
2 TEKKEN 3

Namco roll out the punches and get ready to smash everything else away with their home conversion of the arcade hit. Rumours about whether the PS could handle the size requirements of the game have been flitting around for ages now, but it's now almost certain that *Tekken 3* is going to be a stand-alone product. All the characters will be included, all the moves and combos, and all the secret bosses. With this scheduled for a spring release in the UK, you may even see this on import by the turn of the year.



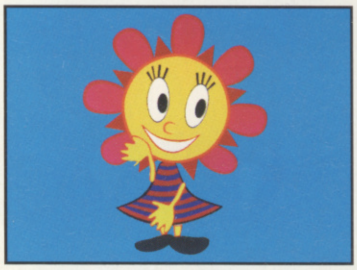
3 METAL GEAR SOLID

Konami are keeping this one firmly under wraps (all we've seen are a couple of promotional videos) and it's little wonder why. Their espionage spy thriller looks set to take the gaming world by storm when it's released in the middle of 1998. From the videos we've seen *Metal Gear Solid* looks set to exceed even *Resident Evil* in terms of atmosphere and graphical quality. Every last detail looks as though it's been covered, with characters' breath becoming visible on the colder levels. Look out for this, it's going to be featured very heavily in the next few months.



4 GRAN TURISMO

With Sega's AM divisions making some of the greatest driving games seemingly at will, Sony throw in their penny's worth with this racer developed by Sony Japan. The graphics are some of the most amazing on PlayStation, which you may think is a load of publicity waffle, but having seen pictures it certainly looks like a valid comment. The vehicles you drive are all real as well, so don't expect to climb into some supercar that travels insane speeds. We'll be featuring this in more detail in a couple of months, so keep your eyes peeled.



5 PARAPPA THE RAPPER 2

Even though *Parappa* has only just hit the shelves over here, Sony have confirmed that a sequel is in the works. As yet no details have been released so everything we have is just speculation. *Parappa* is still in the Japanese top thirty games, a year after its release and not even *FFVII* is in that chart now. In fact, *Parappa* has sold five times more copies than *Biohazard*! It just goes to show that original games sell, so support *Parappa* and buy both versions! And remember, "Money, money, money is all you need!"

WHAT'S ALL THE FUSS ABOUT?

The jewel in Sony's crown over the next year will be Namco. With releases like *Time Crisis* and *Point Blank* getting gamers stirring around the globe, the news that *Tekken 3* is well into development will have people wetting themselves with delight. Sony have also done a superb job of keeping the cool image of the machine intact. The PlayStation Skate Park, sponsoring the Premier League and Champions League football competitions mean it's reaching homes in one form or another. Whatever happens, one thing is for sure – PlayStation is here to stay.

A LOVELY BUNDLE!

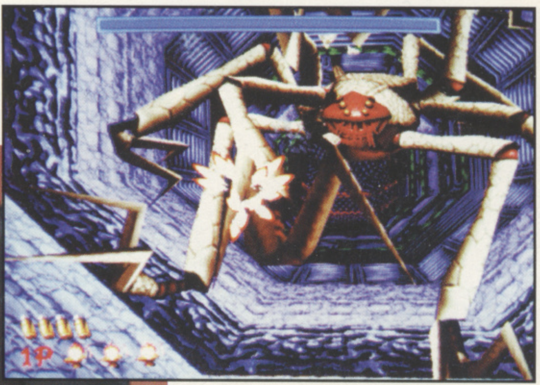
If you're getting a PlayStation for Christmas, or are thinking about getting one, make sure you shop around. Such is the popularity of the machine at the moment, that companies will be falling over themselves to offer the best price. The machine still retails at £100 with one pad, so if you can get a 'Station with two pads, and one game for £129, you've got a good deal. Bundles with *Parappa* should be cheaper because the game only costs £30 anyway. Look out for offers with *Time Crisis*, *FFVII* or *Tomb Raider 2*. All fantastic games, so if you can get 'em a bit cheaper...

SEGA SATURN

With stories about Blackbelt being the hottest info doing the rounds on the net at the moment, the web sites have turned their attention away from possibly the hottest line-up the Saturn has ever had!

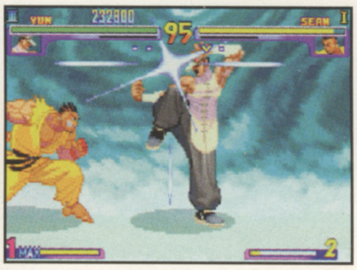
FIVE GOLD RINGS

➔ More blood, guts and gore arrive courtesy of *House of the Dead*. As light gun games go, you won't get any better! The good news for Saturn owners is that it's Sega only! Awesome!



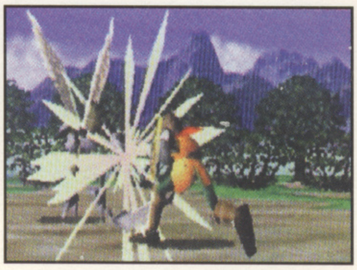
1 HOUSE OF THE DEAD

Sega came up trumps again with another gun game in the form of *House of the Dead*. The gore factor plays a big part, because this is overflowing with mucus, blood and bits of zombies once you've unloaded a few rounds into them. You also have a say in what routes are taken, as how quickly enemies are shot or whether hidden panels are removed, effects the path you take. If you haven't seen this in the arcade yet, walk in and it'll be the one that always has people playing it. That's how good it is.



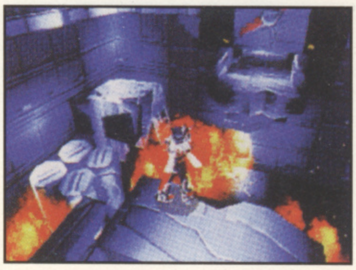
2 STREET FIGHTER 3

The umpteenth *Street Fighter* game, but it still manages to provide that same classic gameplay you got with all the others. Only with a few more tweaks. A completely new set of characters – with Ryu and Ken of course – give even old pros someone new to master and it has the most comprehensive animation engine on any 2D fighting game. It will definitely need the RAM cart, but you can rest at ease because a game of this size would have tremendous difficulty working on a PlayStation. *Street Fighter* never dies, that much is certain.



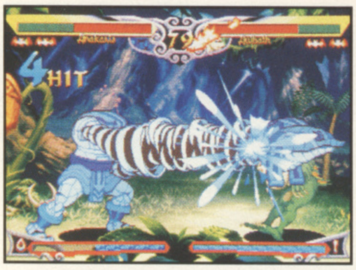
3 SHINING FORCE 3

Shining Force games still are some of the best RPG's on the Mega Drive. It came as no real surprise when this 3D version was announced to go head-to-head with *Zelda 64*. Those that remember the predecessors will be familiar with the view change that took place when you attacked an enemy. This has been superd-up to the max, and rotates and pans in and out in all it's polygonal glory. It's gameplay that really made these games and from the shots we saw, the characters and enemies all look like beefed up versions of their counterparts. Cool!



4 BURNING RANGERS

The new game from Sonic Team is their true successor to *NiGHTS*. It features the same graphics engine, but is a totally different game altogether. The basic game sees you as a fire fighter of the future, a *Burning Ranger*. With high-tech armour shields adorning your body, the heat isn't a problem for you. People trapped in buildings need to be rescued before the structure collapses. The cool thing is that their location is completely random, as are the effects on the burning buildings. Ceilings, floors and walls all cave in, but you don't know when!



5 VAMPIRE SAVIOUR

Another Capcom arcade conversion. Well the chances are that if you own a Saturn it's these sort of games you bought it for! If *Street Fighter* is a sensible punch feast and *Marvel* is a simple action packed one, then this is plain insane! It features more characters than in previous outings, and a ton of new moves for each fighter. And it contains possibly the coolest fighting game character ever in the form of Jedah. The winged demon not only looks top dollar, but he also has some awesome Super EX moves! In one of them, he signs the opponent's life away!

WHAT'S ALL THE FUSS ABOUT?

It's the diversity of the Saturn that makes it such a good machine. We've already seen the potential the RAM cart has, with some absolutely fantastic 2D conversions of Capcom's fighting games. *Marvel* has all the frames of animation and background details thanks the the memory device. With the AM departments releasing quality titles left, right and centre and the first home version of *Quake* set to appear on Sega's black box courtesy of Lobotomy, things are looking very rosy. And maybe a proper Sonic platform game as well? Please!

A LOVELY BUNDLE!

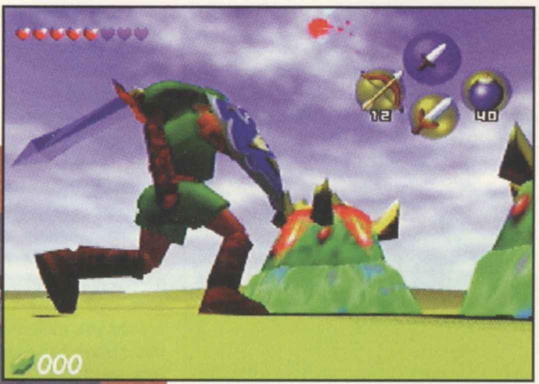
Some of the bundles the Saturn has had over the past months have been very impressive. Just before the last price drop, you were able to find a Saturn, two pads, *VF2*, *Sega Rally* and *Virtua Cop* all together! This year, with *VF2* being eclipsed by *Fighters Megamix*, and *Cop 2* stealing the limelight from its older brother, they are the games you should look for in any special deals. *Res Evil*, *Duke* and *Quake* would be a cool blood bundle, should anybody sell that. If you can get a light gun thrown in as well, then you have the ultimate Christmas package!

NINTENDO 64

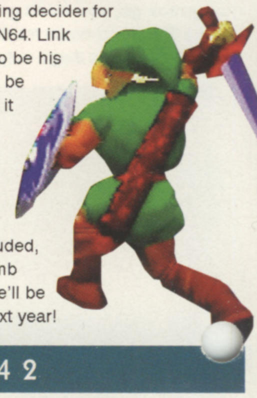
After the initial worry about the time it took for official releases to hit the shelves, THE have finally got their act together and the run-up to Christmas with a quality line up. And they've lowered the price of games by £10! Excellent.

FIVE GOLD RINGS

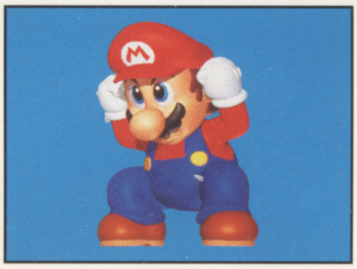
➔ **If Nintendo can get the balance between the all new, superb 3D graphics and the same classic gameplay from the SNES version, then *Zelda 64* is a guaranteed hit. And we can't wait!**



1 ZELDA 64

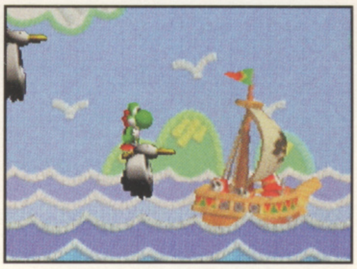


This game will be the final arm-twisting decider for all those still wary about buying an N64. Link returns to Hyrule in what promises to be his biggest adventure yet – it's going to be the first ever 32MB cartridge! Again, it doesn't look as though they've tinkered with the gameplay much, just given it a complete graphical overhaul! Those familiar with the older versions will go mad as all of the normal enemies have been included, right down to the skeletons and bomb spitting munchkins. It's a safe bet we'll be giving this loads of pages during next year!



2 SUPER MARIO 64 2

It's been confirmed that it's in the works, but other than that details are sparse. Something we do know is that it could well appear on 64DD only, but with the DD rumoured to be less expensive that won't matter too much. It will also feature the return of Mario's intrepid sidekick and brother Luigi, so can we assume that it'll be a two player game to boot? Whatever happens, people will be falling over themselves to get shots of this, so as soon as anything concrete is released, you can expect to see it in CVG.

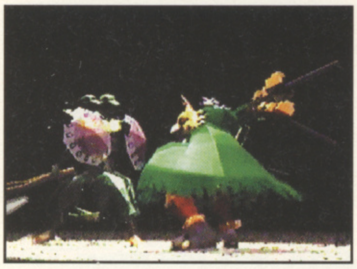


3 YOSHI'S ISLAND 64

Something of a surprise to the people who saw this, the newest version of *Yoshi* was the fact that it was 2D! But Nintendo have still managed a bit of graphical trickery as it pans in and out depending the action and what Yoshi is up to. There are a total of six different Yoshis to play as, each will have special abilities. For instance in *Mario World* when you had the Red Yoshi, it spat fire. It's these multi-coloured dinos that hold the key to game, as certain shades will be needed to get past certain levels. This looks lush, and promises to play just as well.

4 TUROK 2

Paved the way for third party licenses, *Turok* was the first decent game not to come out of Nintendo. The second game was confirmed almost as soon as the first touched down on these shores, but as yet no images have been released. We do know that the rumour suggesting it will be played looking through an over the shoulder view (*Tomb Raider*) is false, and it will retain the through-the-eyes-view of the original. We can also hope that the dinos manage to get into the city, and that Iguana can make it like the Lost World should have been. Fingers crossed.

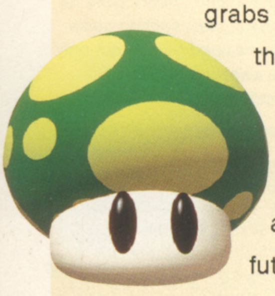


5 CASTLEVANIA 3D

Konami's newest *Castlevania* could well turn out to be what PlayStation owners thought they would be getting. Again, the processing speed and power of the N64 becomes apparent as *Castlevania* gets the 3D treatment. Once again the Belmont family are at the centre of attention, and Dracula has reincarnated to reek some havoc. There are a load of new characters in the game, one of which Corler, is the first to carry a gun. The standard whip weapon is back, and this can now be used to swing across divides as in pitfall.

WHAT'S ALL THE FUSS ABOUT?

Many people feel that the potential in the N64 still hasn't been utilised yet. As more and more programmers get to grips with the tools and machine itself, the titles are improving. For a start you have possibly the greatest game of all time available in *Mario 64*. Next came *ISS 64*, the most realistic football game on any system. A reworked classic in *Lylat Wars* and the simply awesome *Goldeneye* are also up for grabs officially. Then you have the 64DD on the horizon, with games already in development for it and the following five titles available next year. The future is most definitely bright for Nintendo.



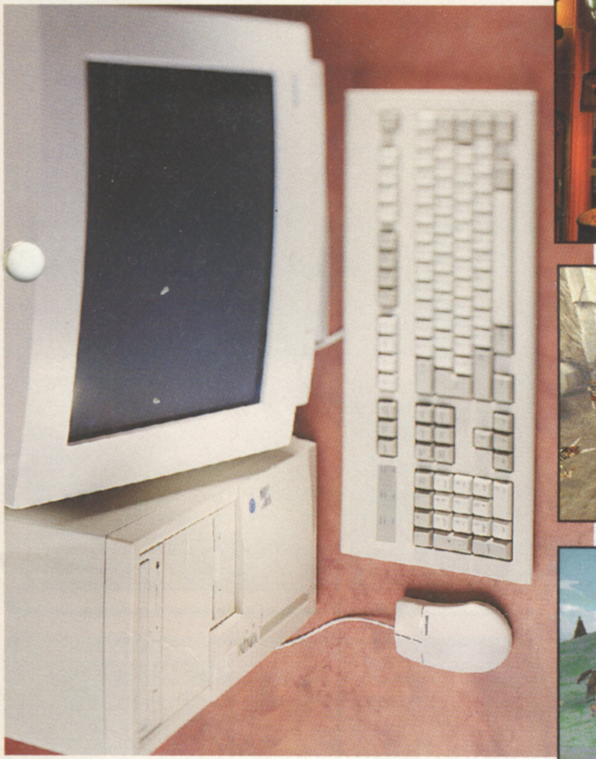
A LOVELY BUNDLE!

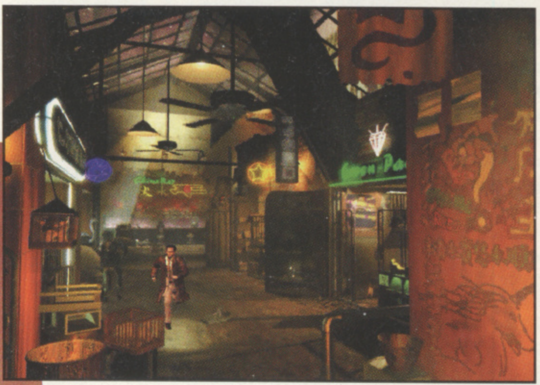
Well anything with *Mario* in it is OK, but they have been around for so long now that you should be looking for other stuff. Try keeping an eye out for a *Lylat Wars* and/or *Goldeneye* package or even *Diddy Kong*. If you can get two of those games in a pack, you're guaranteed good value. Sports fans should definitely get hold of *ISS 64* whatever the costs. Because of the severe competition from Sony, Nintendo should be knocking out some really cool bargains this Christmas so keep those pinkies peeled. They've already knocked a tenner off games. A machine price cut next perhaps?

With the added power of 3Dfx, the PC has become the most powerful machine on the market. If you have the money to spend on a top-of-the-range model, do so, you won't be left feeling disappointed.

FIVE GOLD RINGS

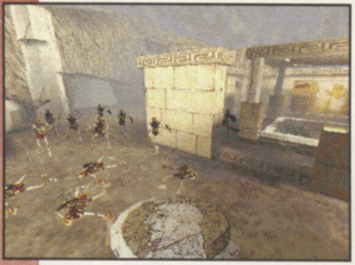
➔ **If you want a game that will amaze friends and family alike, then *Blade Runner* looks like the perfect candidate. It left us gobsmacked when we were treated to a video screening at ECTS, so who knows what's going to happen when the real thing arrives? Soiled pants perhaps?**





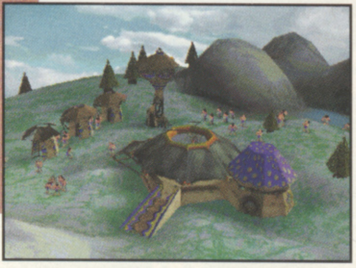
1 BLADE RUNNER

It made its debut at E3, and wowed punters even more at ECTS. The film was a huge success and has developed a cult following, and the game promises to be the same. It's the first realtime 3D game, which means stunning visuals to the non-technical out there. The AI on the game is also superb. In your quest to find the replicants, questioning the citizens too strongly in crowded areas causes other people to listen in and get suspicious. Word of mouth spreads and the replicants want to kill you to save themselves. Cool



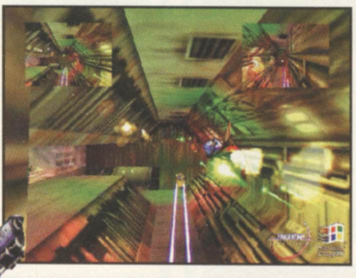
2 DAIKATANA

It's John Romero's first game since he left id and it's the game he wanted *Quake* to be. Having created one of the most played games ever, he is hoping that *Daikatana* will follow in it's foot-steps. The game will take place through four different time zones, from Ancient Greece to 500 years in the future. Each will have varying weaponry. You also go through the game the first time with two sidekicks and once it's been completed, your partners become playable. This will increase lastability as you have practically three different games to play.



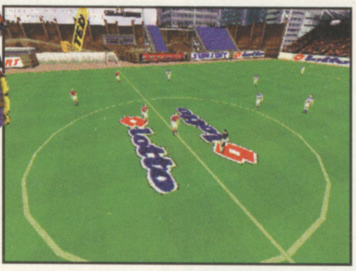
3 POPULOUS 3

The original god game returns to install that feeling of power into everyone. Again, the 3D effect has popped into the proceedings, as *Populous* is now all polygons and flashy effects. You can now rotate and zoom the camera into all positions and get right into the action, and spells like volcano now happen in realtime. In other words, the molten mass rises from the grounds before unloading the lava. All very flash you understand. All new spells, and terrains to play on, this could prove the be all and end all of god sims.



4 FORSAKEN

We don't want to harp on about corridor games too much, as the PC is overflowing with them. But occasionally one comes along that demands attention. *Forsaken* is one of them. Imagine the scenario of *Descent* but with stacks of weapons and all the addictive qualities of *Quake*. The levels won't be restrained to space either, with rumours of even flying and underwater levels. It's also coming out on N64 and PlayStation, so it has the potential to be one of Acclaim's biggest titles ever. This could be the one to knock *Quake* of its high horse!

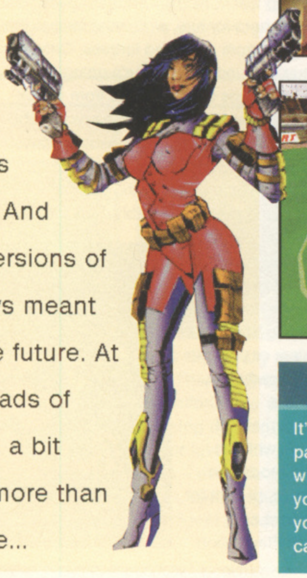


5 SOCCER NATION

A football fan's heaven! That's the best way to describe *Soccer Nation*, the game that is set to revolutionise Internet gaming. This will be the first management game that you can play over the net. Potential Mr. Hoddles can log on and enter their team in a league. You compete with other players for transfers and swaps, just like a real manager! You can customise your own players as well, and train them up over seasons to make them into new superstars! *Nation* will have a huge lifespan to it – so as long as there is the Internet, there will be somebody playing around the globe.

WHAT'S ALL THE FUSS ABOUT?

The internet basically. *AOL* is really taking off in the UK now and with the prospect of free local calls (as it is in America) it could become even bigger. Of course you have *Quake* and all the various servers you can play on around the World, which are always a superb laugh to play. And you have the original versions of *C&C*, which were always meant for PC. Then there's the future. At first glance you have loads of corridor games, but dig a bit deeper and you'll find more than that. A hell of a lot more...



A LOVELY BUNDLE!

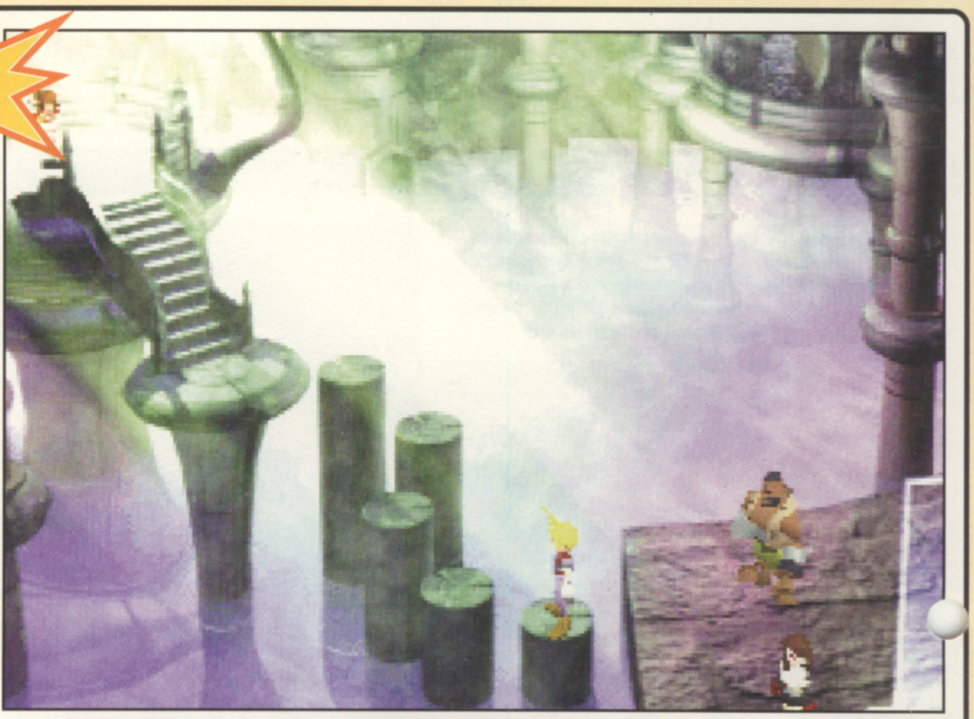
It's hard really to recommend any particular packages for the PC as there are so many to start with. Obviously money will dictate how much you're going to buy, so we'll have to assume that you've got a 3Dfx machine at least. If that's the case look for *Hexen 2*, *Quake 2* or *Grand Theft Auto* packages. Anything with those in it will be well worth a peek. Also, try and get Internet connection because *AOL* and *IRC* are a really good laugh and can often provide hours more entertainment than the best games. Expect a sky high phone bill for the first couple of months though!

SONY PLAYSTATION

FINAL FANTASY VII

1

RPG	**BY SQUARESOFT**
NOV ISSUE REVIEW	**1 PLAYER**
• SNES PREDECESSORS AVAILABLE • NO OTHER VERSION PLANNED	• PRICE £49.99 • STORAGE 3 CDS • RELEASED BY SONY • TEL: 0171 447 1600



This is the game that sold out PlayStations in Japan. And in a monumental display of brilliance, Sony Europe have managed to get it to the UK in time for Christmas.

Final Fantasy VII is a Role Playing Game (RPG). You adopt the role of a character on a quest to save the world. His abilities improve according to experience in battle. This translates as enhanced physical attributes, and an increasing selection of cool magic. These skills help to survive the dangers of a huge world, which can be explored at leisure. So long as your idea of leisure is fighting creatures from the back of oblivion, and solving planet-size problems. To increase your chances of success, other like-minded characters assist in the battles. Occasionally they help solve problems too. If you pay attention to what they're saying.

If you own a PlayStation you must own this game. Not least because *Final Fantasy VII* introduces an incredible new era of gaming. Adapting to the game's style takes no longer than winning the first few battles, and being tempted by the first threads of the magnificent plot. From then on you're hooked. Because *Final Fantasy VII* is like nothing you have ever experienced before. Three CDs containing sights and sounds previously unimaginable (and 70 hours of play!). Each connected by a thrilling storyline, brought to life with ingenious gameplay. The future of PlayStation is assured by this key to the future of games.

Cloud
Barret
Tifa
1979/2442
531/2125
1621/1621

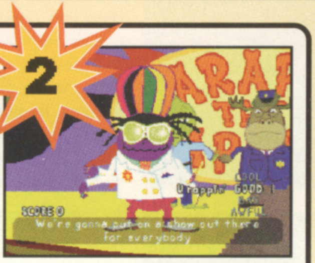
Cloud
Aerith
CaitSith
1414/2508
1812/1812
224/2279

Cloud
Barret
Tifa
380/380
406/406
140/366

PARAPPA THE RAPPER

2

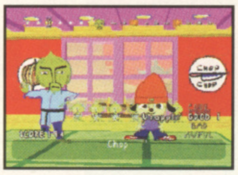
RHYTHM/ACTION GAME	**BY SONY**
SEPT ISSUE REVIEW	**1 PLAYER**
• NO OTHER VERSION AVAILABLE • NO OTHER VERSION PLANNED	• PRICE £29.99 • STORAGE 1 CD • RELEASED BY SONY • TEL: 0171 447 1600

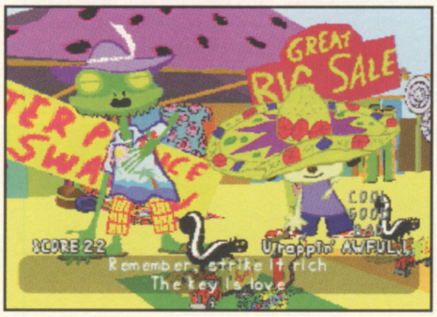


PaRappa is an all-new kind of PlayStation experience. A rhythm/ action game in which you have to rap to complete each level!

You control PaRappa, a young pup who wants to impress his lady. Only to do this he needs to become cool by learning kung-fu, getting a car, learning how to drive, how to cook and so on. To do this, he seeks out masters in their field and they teach him the ropes – through rap music. Each level is like an amazing cartoon with full 3D graphics, only the characters are paper-thin. Similar to the old *Simon Says* game, you have to match the rap of the master, by hitting the correct buttons. Get the raps right and you pass each test. Improve on them and you get the chance to freestyle rap on your own. Mess up though, and the music gets weirder and your master gets angrier.

PaRappa is excellent fun for anyone of any age. And the music – based on real old skool hip hop – is the coolest ever heard in a game. This game will, without a doubt, open doors to new forms of mass-appeal videogame entertainment. Its only fault is, at six levels, it's short and easy. But you will come back to it again and again. Oh yes.

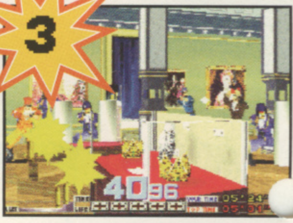




TIME CRISIS

3

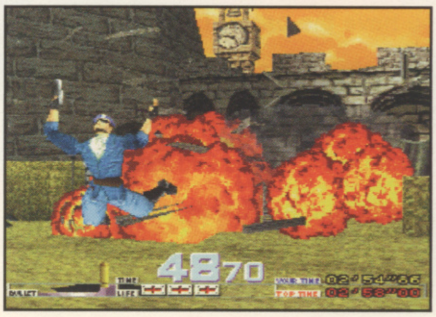
GUN GAME	**BY SONY**
NOV ISSUE REVIEW	**1 PLAYER**
• ARCADE VERSION AVAILABLE • NO OTHER VERSION PLANNED	• PRICE £59.99 • STORAGE 1 CD • RELEASED BY SONY • TEL: 0171 447 1600



If you want a shooting game for the PlayStation this is the one you must get. Hell, you must get this game anyway – it's fantastic!

Converted from the smash-hit arcade game by its original creators Namco, *Time Crisis* is a precision-tuned, super-thrilling test of reflexes and accuracy. You play Richard Miller, hero-for-hire, who must rescue the President's daughter from an island fortress. Only you have to get to her by sundown, or she's going to be executed. That's the *Time Crisis*! Racing from checkpoint to checkpoint, you have to shoot everyone who gets in the way. What adds to the excitment is your ability to duck out of danger.

This is an excellent conversion of the original – looking, sounding and playing superbly. And the arcade feel is brought home perfectly thanks to the inclusion of Namco's own PlayStation light-gun – which matches the arcade for accuracy (there's a button for ducking, or you can step on a second pad). But, best of all, there's a completely new eight-level PlayStation game, which beats the arcade mode! An incredible package, perfect for a Christmas present and essential for your PlayStation.



MICRO MACHINES V3

4

MINIATURE RACING	BY CODEMASTERS
MAY ISSUE REVIEW	1-8 PLAYERS

- 16-BIT PREDECESSORS AVAILABLE
- PC-CD VERSION PLANNED
- PRICE £34.99
- STORAGE 1 CD
- RELEASED BY CODIES
- TEL: 01926 814 132

The PlayStation follow-up to the unbeatable MegaDrive tabletop racing series is an awesome blend of classic gameplay and incredible 3D graphics. Based on the miniature Matchbox toys, you get to race them across school tables, kitchen floors, toilet rims and (in boats) across ponds. The ingenious over-sized courses have always been what makes *Micro Machines* so fun, together with the perfectly-tuned control system. This has been wisely retained, but now the stages look incredible, with tall 3D scenery swooping past. Add to this the all-new opportunity to find brilliant secret vehicles, which you can gamble against other players in some of the best multi-player modes ever, and *MMV3* must be bought! Ya hear!

INTERNATIONAL SUPERSTAR SOCCER PRO

5

FOOTBALL	BY KONAMI
APRIL ISSUE REVIEW	1-4 PLAYERS

- 16-BIT & 32-BIT PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £39.99
- STORAGE 1 CD
- RELEASED BY KONAMI
- TEL: 01895 853 000

This is the best football game on the PlayStation. That's all you need to know to go out and buy it. But we'll explain why anyway. *ISS Pro* gives you the chance to use real pitch tactics in a videogame, the likes of which you've never had before. An awesome range of moves – overhead kicks, back-heels, chesting down, through balls, you name it. And all easily accessible through a brilliantly-designed control system. Couple this with superb computer-intelligence – both for players on your team and the opposition – and excellent motion-captured movement and this is the best football game on PlayStation. Like we told you!

RESIDENT EVIL: DIRECTORS CUT

6

SURVIVAL HORROR	BY CAPCOM
JAN '98 ISSUE REVIEW	1 PLAYER

- PLAYSTATION ORIGINAL AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £44.99
- STORAGE 1 CD
- RELEASED BY VIRGIN
- TEL: 0171 368 2255

Capcom broke new ground in atmospheric videogames with the super-chilling *Resident Evil*. A game in which you controlled a Search and Rescue SWAT team member trapped in a huge mansion filled with the undead. Your mission: to find out where your team mates are, how this mess was started, and to get out alive! This is the same game in three varieties – the original format, an easy version and a hard mode with new costumes. Compared to the 'under £20' Platinum range original, it's probably not the most sensible purchase. Except it has an excellent 20-minute playable demo of what could be next year's biggest game – *Resident Evil 2*. Think about it.

STREET FIGHTER EX PLUS ALPHA

7

FIGHTING GAME	BY ARIKA
NOV ISSUE REVIEW	1-2 PLAYERS

- ARCADE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £44.99
- STORAGE 1 CD
- RELEASED BY VIRGIN
- TEL: 0171 368 2255

When Capcom decided to take their bread-winning *Street Fighter* series into 3D territory, they knew exactly what they were doing – they kept the gameplay 2D and tuned it up. What has always made the *Street Fighter* games brilliant is the versatile range of combos. *EX Plus Alpha* has changed the timing of some of these (which may annoy some fans) but also allowed for loads more (which will please loads of fans). This is also the most accessible *Street Fighter* so far and it also has an excellent range of characters, with even more available through the best Training Mode ever. Whether you love 2D or 3D, there's no excuse not to love this *Street Fighter*.

RAGE RACER

8

RACING	BY NAMCO
JUNE ISSUE REVIEW	1-2 PLAYERS

- ARCADE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £35.99
- STORAGE 1 CD
- RELEASED BY SONY
- TEL: 0171 447 1600

The best racing game on PlayStation (and possibly in the home) is the evolution of Namco's *Ridge Racer* arcade game into a brilliant customisable console game. Starting with a basic automobile, you can set its shell colours, emblazon your name across the windscreen and even draw your own logo for the bonnet. Now you get to race in tournaments for prize money. Allowing you to buy better cars and boost them to incredible levels (with spoilers and exhausts jutting out everywhere). As your car gets faster so does the opposition, to scream-inducing levels! Amazing graphics, thumping sounds and the sharpest gameplay you'll find. Not for the weak-hearted!

V-RALLY

9

RACING	BY INFOGRAMES
AUG ISSUE REVIEW	1-2 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £44.99
- STORAGE 1 CD
- RELEASED BY OCEAN
- TEL: 0161 832 6633

With *Rage Racer* topping our personal 'best racer' chart, what room is there for *V-Rally*? Plenty according to its smash-hit sales, all due to the fact that this is the PlayStation's 'real' racer. Eleven authentic team rally cars with front and four-wheel drive, over 40 worldwide courses (with multiple terrain of course) and the full-range of weather conditions make this a brilliant experience. And aside from the on-going one-player mode, you can face a human opponent in split-screen races. There are loads of PlayStation race games, but this is one of the few you must have.

TOMB RAIDER 2

10

3D PLATFORM	BY CORE DESIGN
DEC ISSUE REVIEW	1 PLAYER

- PC-CD VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £44.99
- STORAGE 1 CD
- RELEASED BY CORE
- TEL: 01332 297797

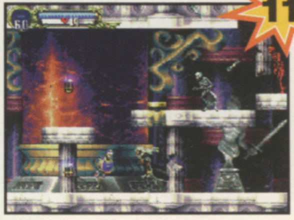
Following the celebrity explosion of Lara Croft, this is possibly the most awaited videogame in the Western world. And it delivers. Thankfully Core didn't get carried away with the Lara Croft image and put their efforts into pushing the game-play even further. New weapons, new enemies, stunning lighting effects, new tactics, more danger, more suspense and even bigger levels! Lara can now crawl and climb, allowing her to access new kinds of areas – even having to use these tactics underwater. And with levels set in China, Tibet, Venice and the Atlantic Ocean, the stage scenery is epic. A brilliant and intelligent platformer.

CASTLEVANIA: SYMPHONY OF THE NIGHT

11

2D PLATFORM	BY KONAMI
NOV ISSUE REVIEW	1 PLAYER

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £44.99
- STORAGE 1 CD
- RELEASED BY KONAMI
- TEL: 01895 853 000



One of the most popular NES and Super NES platform series continues on PlayStation, and the results are more than worthy. *Symphony Of The Night* is an awesomely fiendish game. This time playing Dracula's son, Alucard, you have to penetrate the dreaded Castlevania and face him. Adding role-playing elements to the gameplay (with magic items, spells, earned special moves and extra weapons) this is basically one massive adventure level with an awesome surprise at the end! It might look like a 16-bit platformer, but there's so much going on only a 32-bit console could handle it. An understated essential PlayStation game!

SEGA SATURN

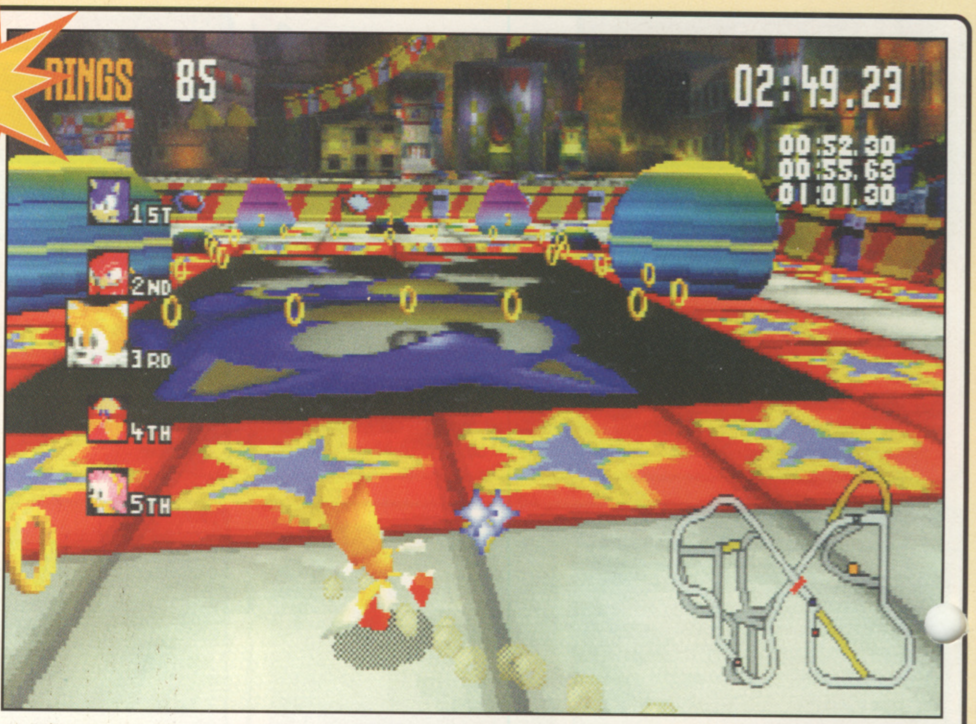
SONIC R

1

RACING
BY TRAVELLERS TAL
DEC ISSUE REVIEW
1-2 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED

- PRICE £44.99
- STORAGE 1 CD
- RELEASED BY SEGA
- TEL: 0181 996 4620



Saturn owners have been waiting for a true Saturn *Sonic* game. A 3D upgrade of his adventures to rival *Mario 64*. This isn't that, however it is an excellent game and finally a celebrated return of the blue wonder to the homes of Sega fans!

Sonic R is a racing game. You choose from five characters – Sonic, Tails, Amy Rose, Dr Robotnik and Knuckles. Each has their own 'handling' and special abilities (Tails can fly, Knuckles can glide). Later on, extra Robo versions of the characters can be accessed. The five courses are all beautifully-realised 3D versions of classic *Sonic* themes – a forest island, a casino city, watery ruins, a factory future, and an emerald runway. And there are the trademark rings to collect as you race about. These add a new twist to the game. Depending on how many rings you collect, you can use super speed ups. Extra gates can also be opened, accessing new parts of the tracks. And you can run anywhere, leaping over the side-barriers to make new shortcuts or find bonus areas. In fact, you have to detour to get Chaos Emeralds, all of which reveal another ace secret (longtime *Sonic* fans ought to be able to guess what it is!!).

Although not programmed by Sonic Team, it's clearly had their close guidance. The look of the characters and levels, the graded gameplay and sound effects are all pure *Sonic*. If you have a Saturn and have been waiting for *Sonic*, this is your prize...

DUKE NUKEM 3D

2

CORRIDOR
BY LOBOTOMY
NOV ISSUE REVIEW
1-8 PLAYERS

- NO OTHER VERSION AVAILABLE
- PLAYSTATION VERSION PLANNED

- PRICE £49.99
- STORAGE 1 CD
- RELEASED BY SEGA
- TEL: 0181 996 4620

The PC '*Doom*-clone' that in many people's opinions tops *Quake*, finally comes to Saturn – in awesome style. The multi-player mode is missing, but then it was always the one-player game that made *Duke Nukem* so addicitve and that has been perfectly reproduced.

You play the Duke himself, a sleazy drawling bounty hunter who has to save Earth from aliens who've stolen our women – and it all takes place in high-paced gory fashion. Each of the levels is filled with superbly constructed set-pieces, from peep shows and filthy magazine shops, to the set of the Duke Nukem movie (complete with cardboard scenery of an earlier level). There's also a excellently cheesy sense of humour throughout – Duke can pay dancing girls to flash their breasts, to which he mutters "shake it baby!"

Saturn *Nukem* even has new lighting effects, with rockets and explosions illuminating the walls. A brilliant showcase of the machine's abilities. And to top it all, there's a hidden multiplayer game called *Death Tank* – which we've been playing non-stop in this office. In all, an essential Saturn title!

FIGHTERS MEGAMIX

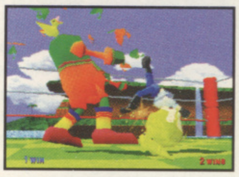
3

FIGHTING
BY AM2
JUNE ISSUE REVIEW
1-2 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OHTER VERSION PLANNED

- PRICE £49.99
- STORAGE 1 CD
- RELEASED BY SEGA
- TEL: 0181 996 4620

The Saturn excels at fighting games, and *Fighters Megamix* is the number one choice to get – simply because it's been designed so clearly as the ultimate two-player beat 'em up!



Made by *Virtua Fighter* creators, AM2, it has over 32 fighters, including all eleven Virtua Fighters. Add to this the eleven fighters from another AM2 hit, *Fighting Vipers*, and it would seem you have two top arcade beat 'em ups in the ultimate crossover! The truth though, is that you're getting far more. There are TEN extra fighters that you earn by completing single player challenges. Stars from other AM2 games – *Virtua Fighter Kids*, Janet from *Virtua Cop*, and even the *Daytona* car! Better still, the Virtua Fighters have most of their *VF3* moves, and Janet plays near identically to Aoi from *VF3*!

With its over-flashy *Vipers* style combat (which is still dominant even in *VF* mode) it's a weaker fighting game than *VF2*. And the computer AI is embarrassing. But the multi-fighter mayhem makes it an everlasting two-player experience. And surely that's what fighting games are all about.

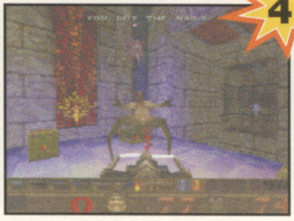
QUAKE

4

CORRIDOR	BY LOBOTOMY
DEC ISSUE REVIEW	1 PLAYER

- PC-CD VERSION AVAILABLE
- PS & N64 VERSION PLANNED

- PRICE £49.99
- STORAGE 1 CD
- RELEASED BY SEGA
- TEL: 0181 996 4620



The game that makes everyone want a high-spec PC, makes its next appearance on Saturn. This is Son Of *Doom* – an incredible 3D first-person game, in which you run around maze-like levels, gunning down a host of hellspawn taken straight from Lovecraft mythology. Done by 100% reliable coders, Lobotomy, the result is a masterpiece. It runs swiftly, and the graphics look close to the PC with added lighting effects. All the sounds (by Trent Reznor of Nine Inch nails) and splattery meat-ladened explosions are there. The only things missing (sadly) are the multiplayer mode and, of course, customising abilities. But for a saving of £900 you can't complain.

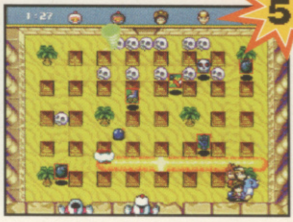
SATURN BOMBERMAN

5

ACTION PUZZLE	BY HUDSON SOFT
MAY ISSUE REVIEW	1-10 PLAYERS

- PREQUEL VERSIONS AVAILABLE
- PS & N64 VERSION PLANNED

- PRICE £49.99
- STORAGE 1 CD
- RELEASED BY SEGA
- TEL: 0181 996 4620



One of the greatest 16-bit multiplayer games ever finally comes to Saturn. Cleverly its makers Hudson Soft have left the simple-looking, simple-playing, but total addictive formula alone, really upgrading only one bit – the multiplayer mode! Based on the legendary *High Ten Bomberman* prototype (that previously was only playable at Hudson's Japan labs), up to ten players can choose from classic Hudson characters. The downside is you need a big TV to see what's going on, and two multi-taps with ten joypads. Otherwise, you still get the regular-sized five-player games. But then, they're still as good as multiplayer mayem gets!

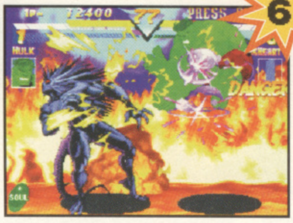
MARVEL SUPER HEROES

6

FIGHTING	BY CAPCOM
DEC ISSUE REVIEW	1-2 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OHTER VERSION PLANNED

- PRICE £49.99
- STORAGE 1 CD
- RELEASED BY VIRGIN
- TEL: 0171 368 2255



More proof of the excellence of Saturn – a near spot-on conversion of Capcom's most ambitious beat 'em up. Like *X-Men* before it (also a cracking Saturn game), *MSH* licenses some of the hottest characters from the Marvel Universe (Spider-Man, Iron Man, Captain America, Dr Doom etc) and, using the Infinity Gems saga as an excuse, lets you fight them against each other. Taking the tried and trusted *Street Fighter* gameplay, you can perform super hero variations of fireballs, dragon punches and counters (finger lasers, spider-stings and the like). However, the 'powered-up' nature of the characters makes battles more 'luck-based'. It also makes them incredibly spectacular. An amazing experience!

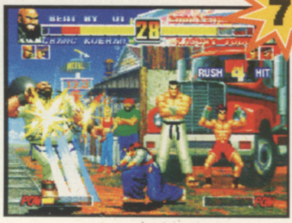
KING OF FIGHTERS '96

7

FIGHTING	BY SNK
DEC ISSUE REVIEW	1-2 PLAYERS

- PLAYSTATION VERSION AVAILABLE
- NO OHTER VERSION PLANNED

- PRICE £49.99
- STORAGE 1 CD + CART
- RELEASED BY SEGA
- TEL: 0181 996 4620



In the arcades SNK's fighting games are recognised as the finest by the hardcore gamers. And in the home, only the Saturn caters for them. *King Of Fighters '96* is currently only available in Japan (with the new Sega RAM cart which also works with *Marvel Super Heroes*). However, Sega have released *King Of Fighters '95* over here, and both are spot-on conversions that are truly excellent. Although dedicated fans can tell you the differences, the bottom line is this – you get loads of characters, the chance to edit them into excellent teams (for awesome multiplayer battles) and the gameplay is as skilled as it gets. If you want to master fighting games, and you know *Street Fighter*, it's time to learn *King Of Fighters*.

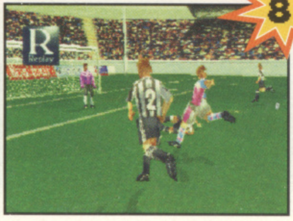
WORLDWIDE SOCCER '98

8

SOCCER	BY SEGA
JAN '98 ISSUE REVIEW	1-2 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OHTER VERSION PLANNED

- PRICE £49.99
- STORAGE 1 CD + CART
- RELEASED BY SEGA
- TEL: 0181 996 4620



Sega's have their own brand of soccer game and it's one of the best available on any console. This follow-up to last year's *Worldwide Soccer* is pretty much identical, except it now includes of all the British Premiership sides with real players. The graphics are excellent with superbly motion-captured players. The controls are easy to use, allowing you access a range of superb tricks, including over-head flicks, shimmys and jumping tackles. Definitely worth having, however if you can find last year's edition for around £20, we reckon you should get that instead. Aside from the Premiership teams, it just as good.

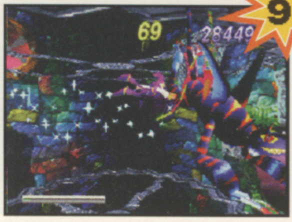
NIGHTS

9

SCORE ATTACK	BY SONIC TEAM
SEPT'96 ISSUE REVIEW	1-2 PLAYERS

- PLAYSTATION VERSION AVAILABLE
- NO OHTER VERSION PLANNED

- PRICE £39.99
- STORAGE 1 CD + CART
- RELEASED BY SEGA
- TEL: 0181 996 4620



The oldest game here, but *NiGHTS* is one of the best ever made. From the makers of *Sonic the Hedgehog*, *NiGHTS* is the closest we've seen to a proper *Sonic* game on Saturn (more than even *Sonic R*). Explaining it is difficult – you play *NiGHTS*, a creature who searches the dreams of two children to give them strength. In game terms, you fly him around incredible 'race courses' trying to collect balls to complete each stage before the time runs out. However, the real trick is collecting anything to make massive 'links' for awesome scores! Mesmerising living graphics, evolving sound, an enchanting main character, untouchable playability and a whole eco-system. Buy this, you'll want to show it to your future grandchildren...

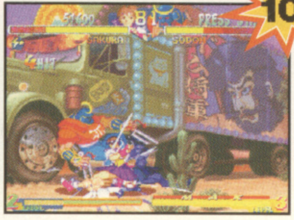
STREET FIGHTER ALPHA 2

10

FIGHTING	BY CAPCOM
DEC '96 ISSUE REVIEW	1-2 PLAYERS

- PLAYSTATION VERSION AVAILABLE
- NO OHTER VERSION PLANNED

- PRICE £49.99
- STORAGE 1 CD + CART
- RELEASED BY VIRGIN
- TEL: 0171 368 2255



Street Fighter has always been the greatest fighting series around. SF Alpha 2 is the best of the lot – and the Saturn has by far the best conversion. Eighteen characters, ranging from regulars like Ryu, Ken and Zangief, to blasts from the past such as Rolento from *Final Fight*, and awesome new fighters like Gen, a old man who can switch between styles. The *Street Fighter* gameplay has been pushed to incredible heights with super-quick Custom Combos joining the Super Combos and Alpha Counters. Plus, exclusive to the Saturn version is a 1-against-18 Survival Mode, three hidden characters (including original Chun Li) and over 100 pieces of *Street Fighter* art. An enviable reason for wanting a Saturn!

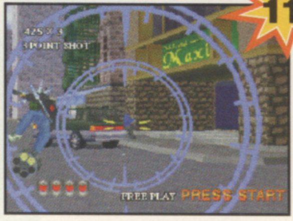
VIRTUA COP 2

11

GUN GAME	BY AM2
JAN ISSUE REVIEW	1-2 PLAYERS

- PLAYSTATION VERSION AVAILABLE
- NO OHTER VERSION PLANNED

- PRICE £39.99
- STORAGE 1 CD + CART
- RELEASED BY VIRGIN
- TEL: 0171 396 4620



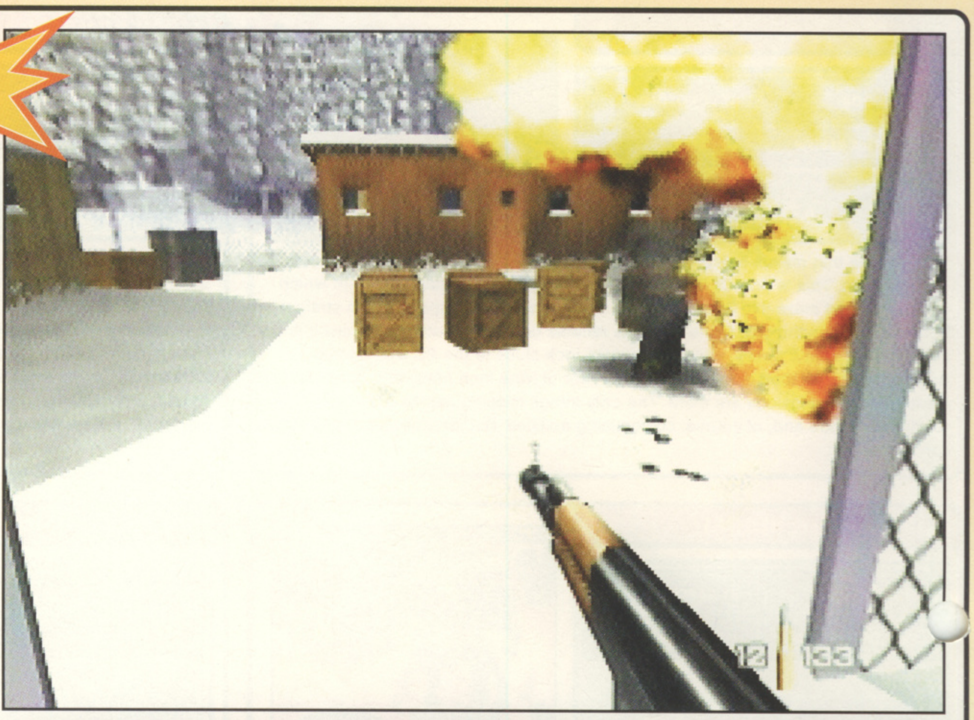
One of the Saturn's strongest assets is its library of awesome Sega arcade conversions. AM2's *Virtua Cop 2* is one such game. Three levels packed with Dirty Harry style shoot-out situations, from a jewellry store raid turn car chase, to a cruise ship hijack, to cubway train finale. Each one is aawesome set-piece with brilliantly tuned gameplay and different routes. Just make sure you get the Virtua Gun with the game – it's the best lightgun on the market. Unless you already got it with the original *Virtua Cop*, which is the only smarter gun game move you could make on Saturn!

GOLDENEYE

CORRIDOR GAME	BY RARE
NOV ISSUE REVIEW	1-4 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED

- PRICE £49.99
- STORAGE CART+BACKUP
- RELEASED BY THE
- TEL: 01703 653377



The hottest game for the Nintendo 64 this Christmas has taken so long to make, it's a year old James Bond license. But with 007 back on the job this Christmas, we're all Bond bonkers anyway – and *Goldeneye* is gob-smackingly brilliant.

It's exactly what you'd want from a Bond game. The chance to play the suavest secret agent ever, through his eyes, on covert missions. Fans of the film will recognise the stages – the bungee-jump off the dam, the facility where you meet 006, you even get to drive a tank. There's a excellent selection of weapons, from Bond's trademark Walther PPK (with silencer), to a KF7 Soviet machine gun. Shooting people willy-nilly though, isn't what it's all about. The computer-intelligence is very clever, and you'll have the whole army gunning you down. Silenced shots to the head take out guards, hit them in the legs and they stagger. Hit their comrades and they run off for help! Harmless scientists sometimes turn on you if you try killing them too. On top of all this, they all have textured-mapped faces, including the main characters. So 006 is Sean Bean, Valentin is Robbie Coltrane and Xenia Onatopp is Famke Janssen.

Goldeneye looks incredible and the gameplay has a thrilling edge to it. Plus there's a brilliant four-player deathmatch mode, where you can play as classic henchmen like Oddjob or Jaws, and even use the one-shot-kills Golden Gun. One you must own!

Hostage released!

LYLAT WARS

SHOOT 'EM UP	BY NINTENDO
NOV ISSUE REVIEW	1-4 PLAYERS

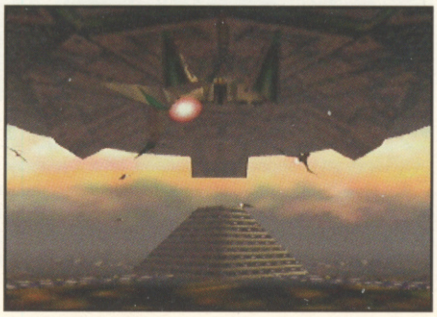
- SNES PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED

- PRICE £59.99
- STORAGE CART+BACKUP
- RELEASED BY THE
- TEL: 01703 653377

Starwing revolutionised 16-bit gaming when it appeared on Super NES, with the Super FX chip powering its 3D graphics. This long-awaited sequel manages to do the same again, even in today's 3D hardened gaming arena.

Thankfully Nintendo have taken the right approach to *Lylat Wars*. The gameplay is nearly identical to *Starwing*'s. You fly your Arwing fighter through a mix of computer-guided routes and 360° areas, destroying enemy ships and ground-vehicles. With you are wingmen Slippy Frog, Peppy Hare and Falco, who communicate throughout, adding a Star Wars type atmosphere. Sometimes you even have to save their butts. *Lylat Wars* features some epic missions. The most impressive featuring a massive ID4-style with swarms of fighters spilling out of it.

It's challenging too, with different routes and fantastic-looking warp levels. Plus there's a super-addictive four-player battle mode. To top it off, you get the Rumble Pak (which vibrates the joy-pad simulating thrusters and explosions). Perfect for Christmas, and for life too!



INTERNATIONAL SUPERSTAR SOCCER 64

FOOTBALL	BY KONAMI
JUNE ISSUE REVIEW	1-4 PLAYERS

- 16 & 32-BIT PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED

- PRICE £59.99
- STORAGE CARTRIDGE
- RELEASED BY KONAMI
- TEL: 01985 853000

Visscher
Julic

Among the many soccer games out there, the N64 has two. *FIFA 64*, which has to rate as one of the worst, and *ISS 64*, which is possibly the best, alongside its PlayStation brother.

What makes *ISS64* shine beyond even the PlayStation *ISS Pro*, is its awesome graphics. The motion-captured players (while a bit blurry) move with amazing realism. They look toward the box before crossing, stagger after being shoulder barged, even pull the ball from the back of the net while looking dejected. It's not like this animation slows the responsiveness either. There's an amazing amount of moves, from overhead flicks and dummies, to humiliating the opposition by playfully keeping the ball up. with the analogue control too, you can swivel your players about with perfect precision.

There are a few minor faults, mainly that you can slip some cheesy goal scoring techniques in. All-in - all though, the computer's artificial intelligence is very impressive, providing some super-realistic pitch situations. Superb fun with four-players too. Make sure you get this, not *FIFA*!

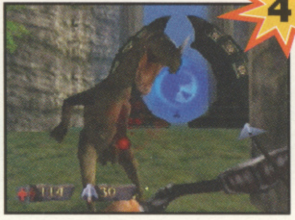
MF
Baranco
BRASIL

TUROK:DINOSAUR HUNTER

4

3D ACTION	BY IGUANA
MARCH ISSUE REVIEW	1 PLAYER

- NO OTHER VERSION AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE CARTRIDGE
- PRICE £69.99
- RELEASED BY ACCLAIM
- TEL: 0171 344 5000



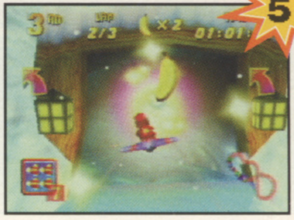
The kind of game you buy an N64 for. A massive 3D adventure, packed with super-realistic animation and the kind of opposition not possible on any other home machine – dinosaurs! You lead Turok around canyon/ jungle realms searching for keys to lead him through warp gates. While primarily explorational, the action and atmosphere is truly over the top. Awesome weapons, from a gun like Arnie's in Eraser, to Nuke cannons. Humans that you can shoot in the spurting jugular, as they stagger in shock. And full-size, terrifying, giant lizards! The analogue stick gives the game a unique sense of freedom, and the size of the game will keep you hooked. A Grade A N64 game.

DIDDY KONG RACING

5

RACING	BY RARE
DEC ISSUE REVIEW	1-4 PLAYERS

- NO OTHER VERSION AVAILABLE
- PLAYSTATION VERSION PLANNED
- PRICE £59.99
- STORAGE CARTRIDGE
- RELEASED BY THE
- TEL: 01703 653377



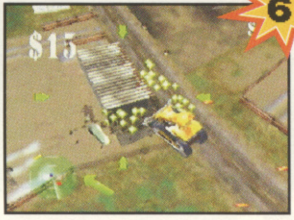
An awesome game indeed – *Diddy Kong Racing* is everything *Mario Kart 64* should have been. Featuring Rare's classic game characters and a few new ones, it has all of the hallmarks that made SNES *Mario Kart* such a classic. With vehicles such as a kart, hover-dinghy and plane, there are over twenty levels to race through, and four bosses. Then you have the variations on normal racing, with the TT challenge, the Trophy Challenge, the Silver Coin Challenge and of course the standard four-player mode. And Rare have done their usual trick and added a ton of secret stuff to find. If that doesn't excite you, nothing will!

BLAST CORPS

6

ACTION	BY RARE
AUG ISSUE REVIEW	1 PLAYER

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £69.99
- STORAGE CART+BACKUP
- RELEASED BY THE GAMES
- TEL: 01703 653377



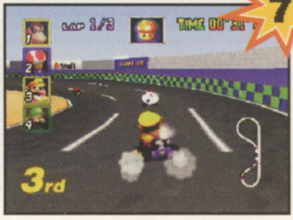
An excellent game concept that became a totally adddictive game! A truck carrying a nuclear explosive is out of control and on the run. If it hits any buildings it''ll explode with devastating results. You're job is to clear a path ahead of it, with any means at your disposal. The keyword – destruction! From bulldozers to dump trucks, to police cars, trains, the A-Team van and even a giant robot – you have to desperately work out the best method as the truck trundles ever on. Over 70 levels with hidden bonuses and a great surprise at the end, make this original, addicitve and destructively satisfying.

MARIO KART 64

7

RACING	BY NINTENDO
JULY ISSUE REVIEW	1-4 PLAYERS

- SNES PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £59.99
- STORAGE CART+BACKUP
- RELEASED BY THE GAMES
- TEL: 01703 653377



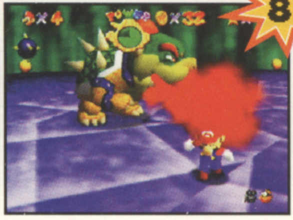
The follow-up to one of the greatest games ever, *Super Mario Kart*, comes to Nintendo 64. In some ways it evolves *Mario Kart* in the way you'd expect from the 64-bit machine. The levels are lavish 3D affairs, the weapons are powered-up and more varied, and the analogue steering adds to the gameplay. *Mario Kart* is top-fun, with four-player racing and even better, four-player battles. However, in comparison to the Super NES masterpiece, it pales: in level design, driving precision, enemy AI, even presentation. May disappoint some, but should please most! Just don't take it too seriously.

MARIO 64

8

3D ACTION	BY NINTENDO
MARCH ISSUE REVIEW	1 PLAYER

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £59.99
- STORAGE CART+BACKUP
- RELEASED BY THE GAMES
- TEL: 01703 653377



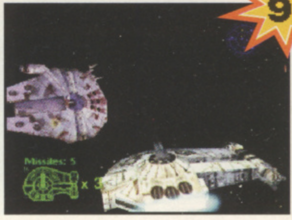
The game that broke the Nintendo 64 to the World and showed without a doubt, that it was beyond any other machine. Since then, awe in N64's abilities have faded, but awe at *Mario 64* hasn't. It's still as incredible. Guiding Mario around amazing 3D puzzle-filled worlds, accessed by paintings in a giant castle, you face ingenious puzzles, stunning creatures and mesmerising surroundings. The feeling of entering a huge and fantastical world in your TV is totally convincing and utterly absorbing. There is no experience like it. This is the one game you must own with your N64.

STAR WARS: SHADOWS OF THE EMPIRE

9

3D SHOOT 'EM UP	BY LUCASARTS
MARCH ISSUE REVIEW	1 PLAYER

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £59.99
- STORAGE CART+BACKUP
- RELEASED BY THE GAMES
- TEL: 01703 653377



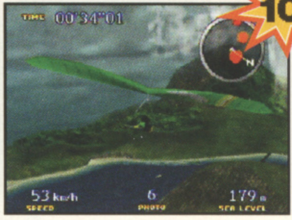
Released when Star Wars fever had reached the max, this game flew off the shelves. Perhaps not as great as the hype wave had made it seem, but *Shadows* is still a deservedly entertaining game. You play Dash Rendar, an old pal of Han Solo's (with a similar ship) who must battle to defeat an evil overlord. From *Doom*-style planet levels (on Hoth and Coruscant), to flying levels (in an asteroid field and against AT-ATs on Hoth), to 3D speeder bike sections, the game has all those Star Wars elements you'd want. Seperately, they're slightly crude, but together they make a rewarding and addictive experience.

PILOT WINGS

10

AERIEL SPORTS	BY NINTENDO
MARCH ISSUE REVIEW	1 PLAYERS

- SNES VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £59.99
- STORAGE CART+BACKUP
- RELEASED BY THE GAMES
- TEL: 01703 653377



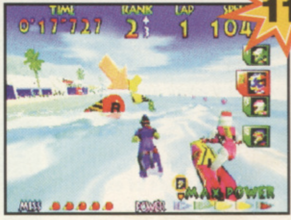
One of the N64's launch titles, this update of the Super NES's fun flight simulator is an excellent showcase of the machine's majestic abilities. Taking on rocket packs, gliders, gyrocopters, jumble hopper boots, parachutes, and even birdman wings, you face tons of clever challenges. From flying through hoops or shooting targets, to taking photos of landmarks and bouncing giant balls, it's always interesting, sometimes action-packed, but always jaw-dropping. The landscapes look like state-of-the-art military simulator graphics, with the islands stretching away. Lacks some of the SNES versions charm, but this is pure Nintendo 64 power.

WAVE RACE 64

11

JET SKI	BY NINTENDO
JUNE ISSUE REVIEW	1 PLAYER

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £59.99
- STORAGE CART+BACKUP
- RELEASED BY THE GAMES
- TEL: 01703 653377



The Nintendo 64's first race game started a whole revolution both in the arcades and on other consoles. Suddenly everyone wanted water-racing games. But you'll find *Wave Race* is still the most impressive. It's the water dynamics that put it ahead of the competition. Only N64 could do a rolling shifting waterscape like this in the home (although a coin-op should, but hasn't, matched it). The nine courses are very clever and look superb. The riders are excellently animated and the presentation is cooool. Excellent fun as a one-player championship, but lacks a two-player edge. Uniquely brilliant though.

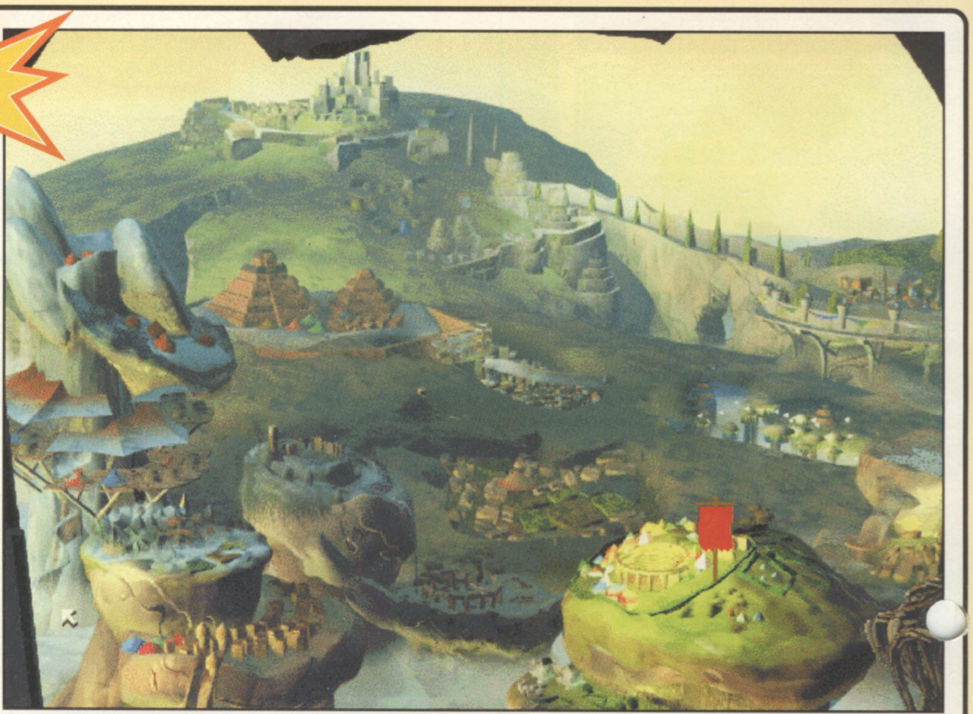
DUNGEON KEEPER

1

GOD GAME	BY BULLFROG
JULY ISSUE REVIEW	1-4 PLAYERS

- NO OTHER VERSION AVAILABLE
- PLAYSTATION VERSION PLANNED

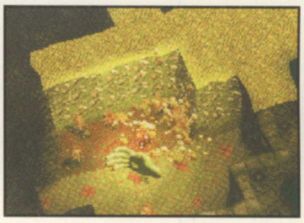
- PRICE £29.99
- STORAGE 1 CD
- RELEASED BY EA
- TEL: 01753 549 442



The best games give you the chance to explore your fantasies. And *Dungeon Keeper* is among the best of the best, fulfilling nothing less than the fantasy of wielding ultimate power over grovelling minions.

You are the Dungeon Keeper. Ruler over your subterranean realm. To start with your realm is nothing more than a dungeon heart filled with a couple of trusty imps. Using your 'evil hand' pointer you can highlight seams of gold which they start mining. This is the currency of all evil minions. Set up a treasury to store it, a lair for your creatures, a hatchery for food, and you've got your personal eco-system. Now add an entrance to draw in other creatures. All manner of beasties can be drawn to your fold, providing you give them what they want. Wizards want libraries, vampries want graveyards. In return they provide you with new things – spells, defences (doors, boulder traps, gas attacks), new rooms (torturechambers). And so you grow until hapless heroes try to break in. Or other Dungeon Masters decide they want your kingdom too.

Dungeon Keeper also lets you enter any of your minions and run around your dungeon. You can even play totally from this first-person view. It's this factor that makes you realise how incredible the AI of every creature is, as they fight, work and skive off. And how amazing the (initially unappealing) graphics actually are, as hundred of sprites move around 3D chambers, as torchlights flicker off the walls. One pure reason to own a PC!



HEXEN 2

2

ROLE-PLAYING	BY RAVEN
NOV ISSUE REVIEW	1-8 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED

- PRICE £29.99
- STORAGE 1 CD
- RELEASED BY ACTIVISION
- TEL: 01895 456 700

Powered by the *Doom* game engine, the original *Hexen* gave you the chance to enter into epic sword and sorcery adventure. Now *Hexen 2* ups the stakes using the awesome *Quake* engine. The result is phenomenal.

More of a role-playing game than corridor shoot 'em up, you (and seven others, should thou wish) can take on the roles of either a paladin, assassin, crusader or necromancer, to embark on a quest through the world of Thyrion to defeat the evil Eidolon... and his Four Horsemen of the Apocalypse! It's all the usual RPG stuff, but in realtime first-person brilliance. Collecting artifacts powers up your mysitc weapons. And there's no cruddy stastic-based battles. Just blow away anything you see. Experience points are gained, granting you new abilities – ie. spells for wizards, or invisibility for thieves. And there's loads of exploration and puzzle-solving.

The gameplay is very different in style to *Quake*'s, being more cerebral. However, the enjoyment is the same. An excellent, engrossing adventure game, which is even better with a networked band of heroes.

GRAND THEFT AUTO

3

CRIME GAME	BY DMA
DEC ISSUE REVIEW	1-4 PLAYERS

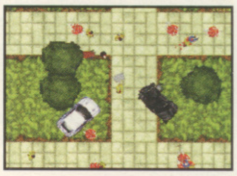
- NO OTHER VERSION AVAILABLE
- PLAYSTATION VERSION PLANNED

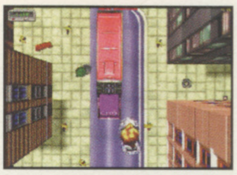
- PRICE £29.99
- STORAGE 1 CD
- RELEASED BY BMG
- TEL: 0171 384 7500

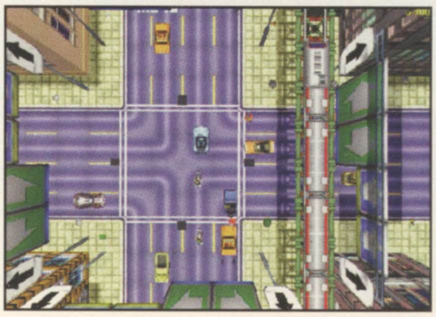
Games are bad for you, that's what moral concern groups reckon. If they'd played *Grand Theft Auto*, they'd physically vomit at the badness of it. A game in which you steal cars, commit crimes and kill people. It's the pimp behind the wheels!

Grand Theft Auto's concept is amazingly simple. You're a small time hood in a big city, and you've got to make money to get out. There are 200 missions set over three cities – Liberty, San Andreas and Vice City, respresenting New York, San Francisco and Miami respectively. Viewed from above, you start off stealing a car (popping its dumb-ass driver in the head). Now you can race anywhere. The slow route to riches is by mowing down civilians, and selling your vehicle. This attracts the cops who set up roadblocks and eventually take you down. The alternative is working for the mob – running 'gear', knocking off crooked cops, etc.

It's the freedom that makes *GTA* so ace. You can steal any vehicle, kill anyone, do anything you goddamn please. And you have great fun through it all!







QUAKE 2

4

CORRIDOR	BY ID SOFTWARE
REVIEW SOON	1-32 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £29.99
- STORAGE 1 CD
- RELEASED BY ACTIVISION
- TEL: 01895 456 700

We reckon *Quake* is the best game in the World. Now it's about to be replaced – with *Quake 2*. The sequel to the ground-breaking original promises more on all accounts. The incredible 3D graphics have been restyled to adopt a more futuristic, cyborg feel. And there are new coloured lighting effects unlike any we've seen before. All new weapons abound, including Aliens-style pulse rifles and an Eraser-style vapour cannon. When hitting enemies you can now see their bloody wounds. And with all the hard work making the engine done with the original game, id have had more time crafting the one-player game. The only real weak spot before. Add to this, new Quakeworld abilities and this game will run and run...

COMMAND & CONQUER: RED ALERT

5

BATTLE STRATEGY	BY WESTWOOD
FEB ISSUE REVIEW	1-4 PLAYERS

- PLAYSTATION VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £29.99
- STORAGE 2 CD
- RELEASED BY VIRGIN
- TEL: 0171 368 2255

While these battle/ resource games are all over the place now, let's not forget it was *Command & Conquer* and this follow-up that started the whole craze off. The thing that sets *Red Alert* apart from weaker alternatives, is the scenario. It's a realistic war game with imrpessive military hardware. In single-player the story follows that Hitler didn't exist and the Russian's and Allies have been fighting ever since, thus allowing for decades of hardened weaponry to evolve. In multiplayer though, it really comes into its own. Building war factories, developing nukes, sending your tanks against enemy Tesla shields, or using a spy to enter other player's bases. It's as cunning challenge and as awesome as games get!

CHAMPIONSHIP MANAGER 2: 97/98

6

FOOTY MANAGEMENT	BY EIDOS
UNREVIEWED	1 PLAYER

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £29.99
- STORAGE 1 CD
- RELEASED BY EIDOS
- TEL: 0181 636 3239

Arsenal
Done

Football management games are eternally popular and this is recognised as the best of the lot. Although the *97/98* pack is labelled as an add-on, it's a self-contained game allowing you to control the most up-to-date teams and player set-ups. This is as realistic as you could imagine team management could be. It's so detailed. There's infiinite ways you can set up your formations, including the Christmas tree variation. And your players suffer from so many real problems – injury and fear. Faced with a good opposition, their abilities can plummet. You can also get lumbered with dirty players, continually fouling. Hell, you can even be sacked and look for new vacancies as the game continues! Top stuff!

X-WING VS TIE-FIGHTER

7

STAR WARS SIM	BY LUCASARTS
JUNE ISSUE REVIEW	1-8 PLAYERS

- PLAYSTATION VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £29.99
- STORAGE 2 CDs
- RELEASED BY VIRGIN
- TEL: 0171 368 2255

Everyone would love the chance to pilot a space fighter in the Star Wars Universe. Lucas gave PC owners a chance previously with *X-Wing* and then *TIE Fighter*. This is the culmination of the two, where you can finally set yourselves up in multiplayer squadrons and face real human foes, for Rebel vs Empire battles. Unlike the previous two, the presentation is spartan and there's no involving plot. This is far more of a network game, but in that respect, it is brilliant. A range of one-on-one, deathmatch and full-on space saga scenarios are available. The graphics too, are as impressive as you could hope to see right now, especially with the new 3DFX version. Definitely recommended for network or modem players.

AGE OF EMPIRES

8

STRATEGY	BY ENSEMBLE
REVIEW SOON	1-8 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £29.99
- STORAGE 1 CD
- RELEASED BY MICROSOFT
- TEL:

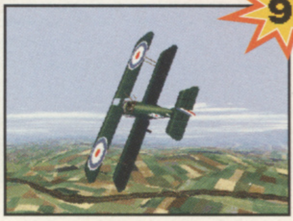
Another *C&C* clone? Perhaps, but this time the battle ground is history itself. Again you control a group of units, gather resources, fight battles, research new technologies, and try to win the game, but this time it's over periods of centuries, not turns. You control one of twelve civilizations, each with its own technological advantages. *Age of Empires* uses 3D terrain, meaning height affects movement speed. There are campaigns based on fact and mythology too. Take control of Alexander the Great or Jason and the Argonauts. Special mention must go to the various death animations, as horses rear back and throw their riders, elephants get toppled, chariots upended and bodies get tossed all over the screen.

FLYING CORPS

9

FLIGHT SIM	BY ENTERTAINMENT
APRIL ISSUE REVIEW	1 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £29.99
- STORAGE 1 CD
- RELEASED BY EMPIRE
- TEL: 0181 343 7337



Flying Corps is a realistic simulation of air combat, set during World War One. Due to the basic nature of the craft, controls are relatively simple. Engaaging in combat is where the real skill is involved, and keeping Von Richthofen off your tail. Basic training gets the beginners airborne and barn-storming in no time. The game really comes alive in the campaign sections. Here the player gets the chance to rewrite history by taking part in the Great War's more famous moments. The graphcis are very realistic, with the aircraft supposedly handling just like the real thing. The game comes packaged with terrain maps and a complete replica pilots manual! For flight-sim enthusaists this games seems heaven sent. Amazing!

STARCRAFT

10

STRATEGY	BY BLIZZARD
NOT REVIEWED	1-4 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £29.99
- STORAGE 1 CD
- RELEASED BY CUC
- TEL: 01189 209100

Yes, another battle strategy game. This time from the makers of the hugely succesful *Warcraft*, and this time set in space for ultimate cosmic warfare. There are three races to choose from – the humans, of course, in the form of the Terrains; the Zergs, which biologically hatches new technologies; and the Protoss, a super-advanced race with awesome technology. Fans of *Warcraft* will be familiar with the gameplay, but get to use all new space-age vehicles and weapons. And of course, the terrain is, more often than not, the infinite void of space!

TOMB RAIDER 2

11

3D PLATFROM	BY CORE
DEC ISSUE REVIEW	1 PLAYERS

- PLAYSTATION VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £29.99
- STORAGE 1 CD
- RELEASED BY CORE
- TEL: 01332 297797

There's a number of reasons PC owners should reoice at having this game. Number 1, this is only machine except PlayStation that's ever going to get it. Number 2, it's totally brilliant. And Number 3, it looks even better on PC if you have 3DFX. All the awesome features, levels and animation of PlayStation Tomb Raider 2 are here (read about it earlier in this guide), which means you're getting one of the best 3D platform games in existence. 3DFX owners though, get added lighting effects, awesome translucency on the water and brilliantly smooth textures, matching the boastful *Mario 64* at its own flashy game. Excellent stuff!

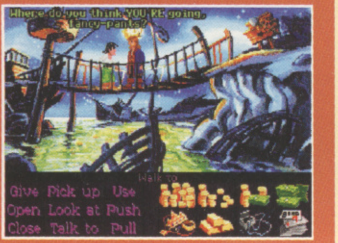
STOCKING THRILLERS...

TWENTY COSMIC GAMES FOR UNDER TWENTY EARTH POUNDS

Are you looking for bargain games this Christmas? Well look no further. Here is CVG's selection of the best of the budget racks appearing now in a store near you. A word of note, prices vary from shop to shop, and so many more bargains are out there. Certain stores at the moment are doing special deals on Saturn software, with some top games going for under £20, unfortunately we couldn't include these in our selection as they aren't the official Sega price. Still, keep 'em peeled and the bargains will appear before your very eyes.

MONKEY ISLAND 1 & 2

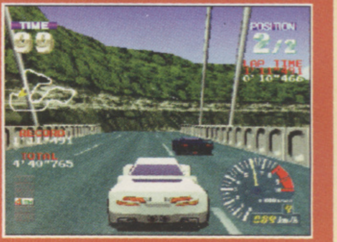
BY WHITE LABEL
PRICE £14.99
FORMAT PC CD-ROM



They may be getting on a bit, but the first two *MI* games are still among the best point-and-click adventures around. There's no fancy sampled speech or multiple game paths, just solid storytelling and jokes that are FUNNY. The puzzles are a mix of obvious and absurd, with plenty to keep you occupied for a fair while after purchase.

RIDGE RACER REVOLUTION

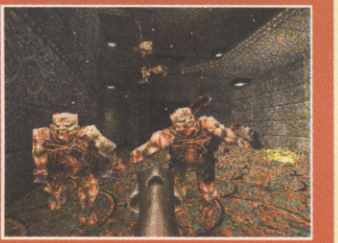
BY PLATINUM SONY
PRICE £19.99
FORMAT PLAYSTATION



You want racing at a cheap price? Go get this. It may not look better than *Rage Racer*, but for Namco fans this is a must. Lots of cars make up for the lack of tracks and there's some very cool secrets including the brilliant buggy mode. It even handles better than the original. What more do you want?

QUAKE

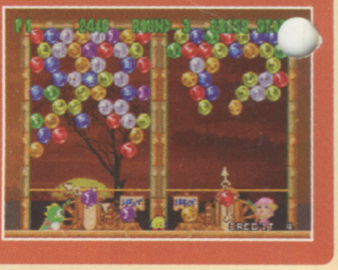
BY GT INTERACTIVE REPLAY
PRICE £14.99
FORMAT PC CD-ROM



The undisputed king of the corridor shooters, now at a stupid fresh price. It's not the best one-player game in the world, but as a multiplayer blast it's unsurpassable. It's the ability to change nearly every aspect of the game if you wish, (but you'll need to know your way around a PC to do this), that makes the game such a classic. We still play it to death in the offices, and so should you.

BUST A MOVE 2

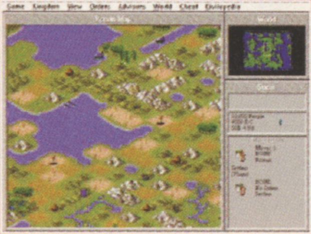
BY PLATINUM ACCLAIM
PRICE £19.99
FORMAT PLAYSTATION



Simply the best puzzle game for the PlayStation. Two players can battle each other, in this fast-moving bubble-busting challenge. The aim is to clear your side of the screen of all the bubbles. Of course it's a lot harder than it sounds. Cute graphics, sweet sounds and lots of different modes to come back to. And girls love it too!

CIVILISATION 2

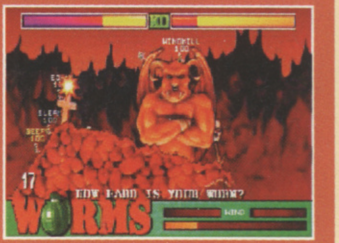
BY MICROPROSE PINNACLE
PRICE £19.99
FORMAT PC CD-ROM



Build an empire, and plan its survival through history. It sounds simple, but believe us it isn't. Send out explorers and diplomats, forge political ties or start wars. Starting in 4000 BC the aim is to keep your civilisation going until the 21st Century and the colonisation of the stars. The instruction book is huge, but the rewards are great. One of the most addictive games in existence.

WORMS/WORMS REINFORCEMENTS

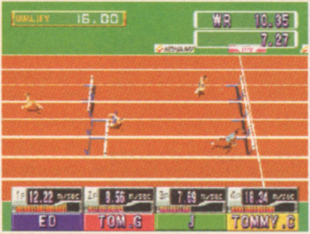
BY PLATINUM/POWER PLUS OCEAN
PRICE £19.99
FORMAT PS & PC-CD ROM



Not everyone's cup of tea, but *Worms* can still be pretty fun. Up to four players battle it out, with the aim to be the last one standing. Lots of weapons and different tactics can be used to give you an edge, but to win you need skill and a little luck. The PC version comes complete with the reinforcements add-on-pack, which offers new weapons and speech.

INTERNATIONAL TRACK & FIELD

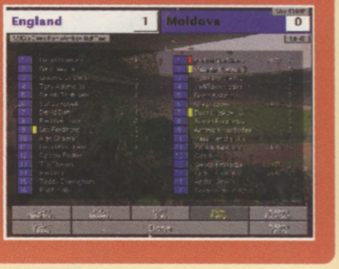
BY PLATINUM KONAMI
PRICE £19.99
FORMAT PLAYSTATION



If you've got a gang of bored friends, a multi-tap and four pads, you need this game. Battle it out over eleven tough athletic events, where four compete but only three can make it onto the winners podium. There are records galore to be broken, and a few surprises too. A great multiplayer game, and a steal at this price.

CHAMPIONSHIP MANAGER 2

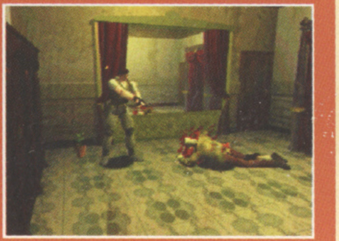
BY EIDOS-KIXX
PRICE £12.99
FORMAT PC CD-ROM



The best football management game around. It may be revamped every year with updated season stats, but essentially you're still getting the same game. Choose a team, pick the players and go for glory. Do well enough and you can manage the national squad, mess up and you're out of work. A great simulation, with real fun to be had on the transfer market.

RESIDENT EVIL

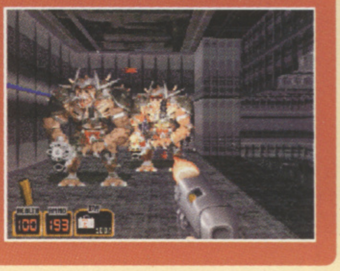
BY PLATINUM VIRGIN
PRICE £19.99
FORMAT PLAYSTATION



If you haven't got the survival horror classic yet you must be mad. Investigate the bizarre goings-on in the mysterious mansion. Prepare to poop your pants, with the shock-around-every-corner gameplay, and the hordes of zombies that are just begging to be shot in the head. Not for the weak-hearted, but a real classic.

DUKE NUKEM 3D

BY EIDOS-KIXX
PRICE £12.99
FORMAT PC CD-ROM

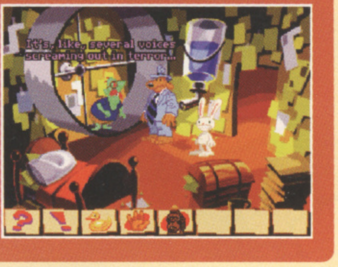


One of the games console owners are salivating over this Christmas is of course Mr *Nukem*, but then PC owners have had the opportunity for ages - hence this silly price. *Duke* may have been passed in the corridor shooter stakes in terms of looks, but none can match its gameplay. If you like shooting, corridors and adult humour, this is your game.

DAY OF THE TENTACLE/ SAM & MAX HIT THE ROAD

BY WHITE LABEL DOUBLE
PRICE £14.99
FORMAT PC CD-ROM

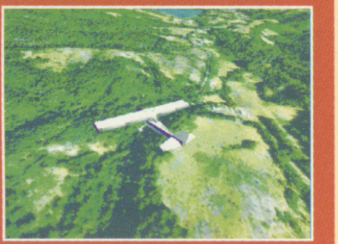
Another two top point-and-click adventures to prove LucasArts' authority on the genre. *Tentacle* is the superior sequel to *Maniac Mansion*, and really has some of the best puzzles to be seen in any game. *Sam & Max* is just oddball, and it knows it. The humour is off-the-wall and full of in-jokes. The game is really good too. A better double bill, would be hard to find.


It's, like, several voices screaming out in terror...

FLIGHT UNLIMITED

BY WHITE LABEL
PRICE £9.99
FORMAT PC CD-ROM

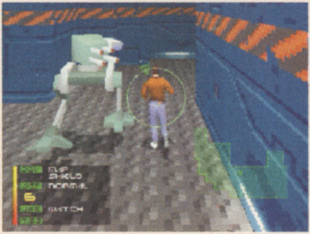
The flight simulator others have been trying to compete with since its release. Only earlier this year have they managed to catch up, hence the imminent *Unlimited '98*. In it's day this was revolutionary, and is still a joy to play. The graphics are very realistic, and the flight dynamics are panic-inducing as you take to the skies in a variety of aircraft, performing amazing hair-raising stunts.



FADE TO BLACK

BY PLATINUM
PRICE £19.99
FORMAT PLAYSTATION

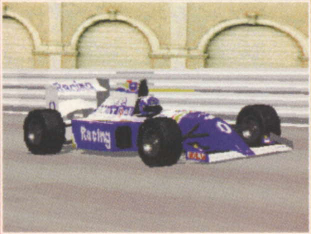
The sequel to *Flashback* brings the classic Megadrive adventure into a new 3D world. A forerunner to *Tomb Raider*, but here the setting is futuristic, with a lot more to shoot. The game is vast and varied, with plenty of puzzles and nice presentation. The best bit, of course, is the different ways you can die.



F1 GRAND PRIX 2

BY MICRO PROSE
PRICE £19.99
FORMAT PC CD-ROM

Not a racing game as such, more a simulation. Take part in the now dated 1994 Formula 1 season, and speed around the real circuits. Incredibly detailed, and realistic - more so than *F1 97* on the PlayStation. Graphically though it's not as detailed as the latter game, but don't be put off. If you want F1 realism, this is the game.



TAMAGOTCHI

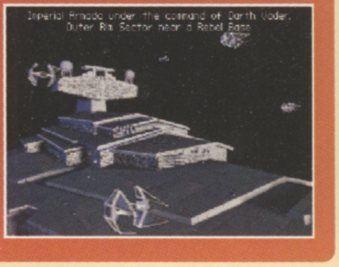
BY BANDAI
PRICE £11.99
FORMAT KEY RING

The virtual pet that was the cause of a gaming craze, tabloid hysteria and the resurgence of Bandai's fortunes. The object is to keep your virtual pet alive, or if you're feeling nasty - to try and kill it. Good fun for a while, and if you haven't got one - where have you been? Like *Tetris* and *Bomberman*, this also has the hold keys function.

TIE FIGHTER

BY WHITE LABEL
PRICE £14.99
FORMAT PC CD-ROM

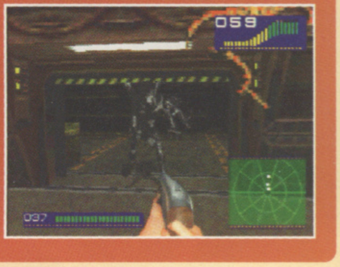
Space combat based on the behemoth of movie licenses. Prove your worth to The Empire by progressing through the ranks, thwarting the Rebel scum. Battle in a number of TIE craft, where the action is varied and intense. Dramatic cut-scenes add to the atmosphere, giving a real sense of achievement. A much better single player game than this year's *X-Wing Vs. TIE Fighter.*


Imperial Armada under the command of Darth Vader.
Outer Rim Sector near a Rebel Base

ALIEN TRILOGY

BY PLATINUM ACCLAIM
PRICE £19.99
FORMAT PLAYSTATION

A simple idea for a great game. A corridor shooter based on the first three Alien movies. All the creatures are here: face huggers, soldiers and of course the queen. Look out for acid blood, search for survivors and clear each level of the Aliens. The creatures may not act like they do in the film, but this is still a good blast.



TETRIS JUNIOR

BY IMPORTERS
PRICE £14.99
FORMAT KEY RING

You may be able to pick up a second-hand Game Boy with *Tetris* for not much more, but for gaming on the go, this is great. Featuring eight different modes of play, this is essential, even for *Tetris* grand masters. You may need small fingers to play it, but we're all for miniaturisation. It even holds your keys!

BOMBERMAN

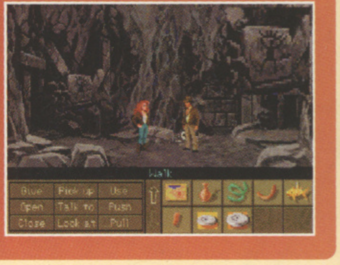
BY IMPORTERS
PRICE £15
FORMAT KEY RING

Bomberman is among the greatest game heroes of all time, and nearly all *Bomberman* games have been works of brilliance. This brand new mini version, comes from *B-man* creators Hudson Soft themselves. The usual thrills can be found, including lots of levels and even large bosses. Complete with the familiar *Bomberman* music this is a heavyweight among key-ring games.

INDIANA JONES & THE LAST CRUSADE /& THE FATE OF ATLANTIS

BY WHITE LABEL DOUBLE
PRICE £14.99
FORMAT PC CD-ROM

Two more point-and-click adventures from the maestros at LucasArts. Take control of the man with the brown fedora. *Last Crusade* follows the plot of the film too closely to be exciting, but *Fate of Atlantis* is a different matter. An all new Indy adventure, complete with love interest, and of course the Germans. It even offers multiple path routes for extra replay value. Dear LucasArts, can we please have another Indy game soon?



DEAR SANTA...

You've got your games machine, and now you need some extras to enhance your gaming. Here's a selection of what's available on all the main formats this Christmas, as well as all sorts of games-related goodies which you can get your hands on. Look carefully – this guide will be invaluable when writing your letter to Santa.

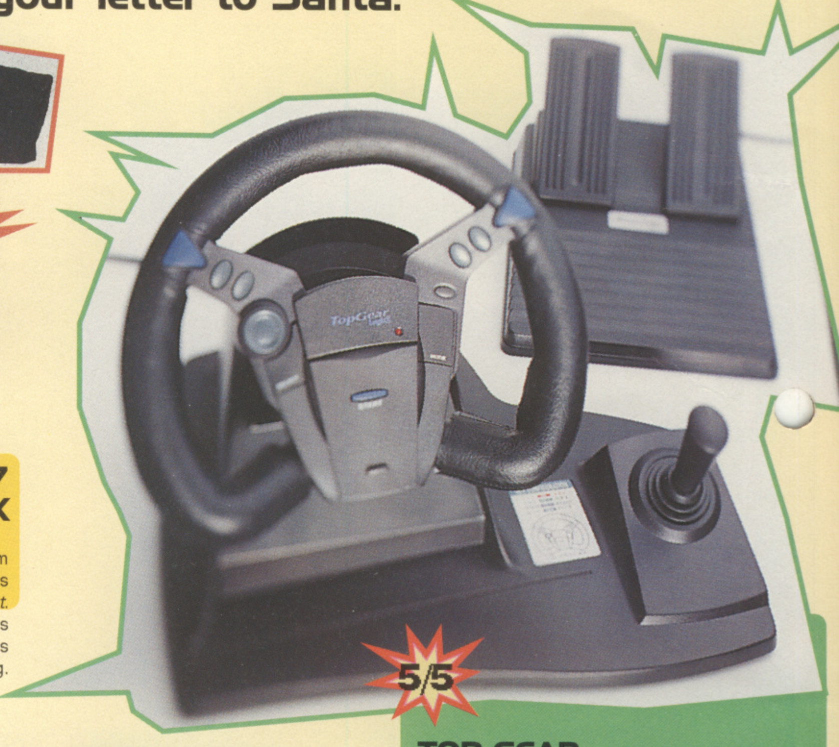
ATARI SHIRT

£9.99

Featuring the excellent original Atari logo in shiny silver. The best Atari-related thing for the last 10 years.

WIPEOUT 2097 SOUNDTRACK

Lots of tracks by top dance artists from the game, plus some extra tracks including a few from the first *WipEout*. The biggest downer is that Firestarter is the in-game instrumental version which is incredibly boring when you're not racing.



TOP GEAR STEERING WHEEL

SYSTEM: SATURN, PLAYSTATION, NINTENDO 64
BY: LOGIC 3
PRICE: £69.99
CONTACT: 0181 902 2211

You can tell that the *Top Gear* is quality straight away. It looks excellent, it's solid and the steering wheel's got a mock-leather grip for heaven's sake. As well as pedals, it has a gearstick to add to the feeling of driving. Fantastic, and not overly-expensive!

VIDEOS

These should be easy enough to find. *Double Dragon* is also available on rental only, but we wouldn't advise watching it. It's really, really bad.

STREET FIGHTER

(Cert 12)

Starring Jean-Claude Van Damme, Raul Julia and Kylie Minogue. Cheesy acting, cheesy plot, cheesy everything which makes it kind of funny. Worth a laugh, especially at Carlos Blanka. Ha ha.

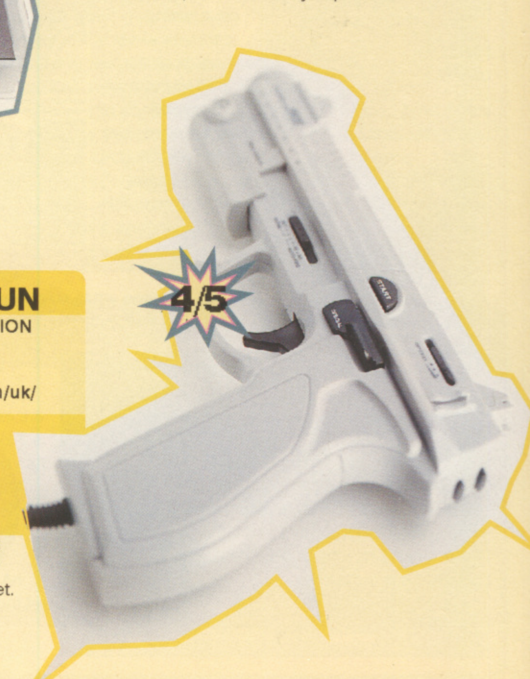
MORTAL KOMBAT

(Cert 15)

Starring Christopher Lambert. The plot is ripped off from loads of martial arts movies, and is as corny as they come. Most of the movie is intensely boring, but it's worth watching for the Scorpion/Johnny Cage and Liu Kang/Reptile fights. And to laugh at the terrible Goro monster.

YOSHI COOKIES

The food of the game! Very hard to get hold of (you'll need to try proper Japanese shops like those in the Yaohan Plaza in Colindale). They cost around £1.70 a box and are very tasty indeed. Made with real Yoshi dinosaur eggs.



PUMP ACTION GUN

SYSTEM: SATURN, PLAYSTATION
BY: ACCESS LINE
PRICE: £29.99
CONTACT: www.guillemot.com/uk/

The main novelty of this gun is that you can reload by pumping the front of it like a shotgun if you want. The gun itself is very accurate and fast, and the autofire and auto reload modes work brilliantly. Definitely one of the best guns you can get.

V3 RACING WHEEL

SYSTEM: NINTENDO 64
BY: INTERACT
PRICE: £79.99
CONTACT:
www.interactacc.com

Comes with a set of decent foot-pedals and the ability to reconfigure any button any way you want. The Nintendo 64 doesn't have enough good driving games to make the V3 essential, but it's fun if you've got the money.

ERAZER LIGHT GUN

SYSTEM: PLAYSTATION,
SATURN
BY: FIRE
PRICE: £29.99
CONTACT: 01302 325225
(www.fire-international.ltd.uk)

Shaped like an Uzi, the *Erazer* certainly looks cool. It also has a recoil feature, though when playing it basically just means that the gun rattles and clicks REALLY LOUDLY! It works with *Time Crisis* as well, though it doesn't fire rapidly as you'd expect from the noise it makes. An interesting novelty rather than a brilliant gun.

PLAYSTATION ANALOGUE PAD

SYSTEM: PLAYSTATION
BY: SONY
PRICE: £29.99
CONTACT: 0171 447 1600

The original Japanese version shook and rumbled with certain games, but this has been removed for the UK pad. We don't recommend buying Japanese import versions for the rumble, as they've been known to blow up UK PlayStations. The pad has all the features of the standard Sony PlayStation pad, only with the extra two analogue sticks. Driving games and flight sims work especially well with the analogue sticks. A great pad.

PREDATOR

SYSTEM: SATURN,
PLAYSTATION
BY: LOGIC 3
PRICE: £29.99
CONTACT: 0181 902
2211

The Predator is an impressive looking gun, with red lights along the side which flash as you play. The trigger moves too far, so it's hard to shoot quickly and the thing itself is too heavy. It's also not always 100% accurate which will ruin any gun game.

SPACE INVADERS SHIRT

£5.99

The name of the classic game on blue. Not very exciting, but cool in a sort of not-cool retro way. And it's nice and cheap.

PROGRAM PAD

SYSTEM: PLAYSTATION
BY: INTERACT
PRICE: £29.99
CONTACT: www.interact-acc.com

The see-through casing makes the *Interact Program Pad* look pretty uncool, but it works perfectly – especially with fighting games. The button layout is more arcadey and the D-pad itself is very accurate. The program feature works well, letting you put special moves onto a single button (as long as you remember to program the diagonals). Definitely one of the best third-party pads you can buy.

5/5
ProgramPad
PlayStation
SELECT
START

PS ARCADE STICK

SYSTEM: PLAYSTATION
BY: INTERACT
PRICE: £44.99
CONTACT: www.interact-acc.com

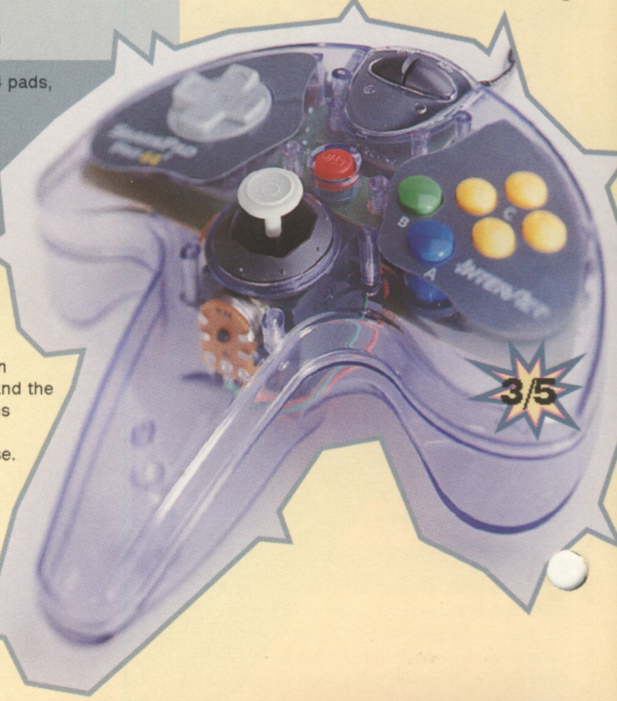
The *PS Arcade* has a solid heavy base which is just the right shape for resting your right hand comfortably while playing. The microswitched stick (the loud clicky style) is accurate and tough enough to put up with most people's stick techniques. The eight buttons work well and have a decent autofire option if you want. Excellent for arcade fighting games.

4/5
PS Arcade
R1
R2

SHARKPAD PRO 64

SYSTEM: NINTENDO 64
BY: INTERACT
PRICE: £29.99
CONTACT: www.interact-acc.com

As with most N64 pads, the *SharkPad Pro* looks like a jellyfish. The C-buttons are bigger than the standard Nintendo pad, making it better for fighting games, but in analogue mode it's not so good. The Z-trigger is an awkward shape and the pad design means that it isn't comfortable to use.



ARCADE SHARK

SYSTEM: NINTENDO 64
BY: INTERACT
PRICE: £49.99
CONTACT: www.interact-acc.com

The *Arcade Shark* has two stick bases and comes with one detachable stick which can be screwed into either place. In digital mode (the far left stick) it works well, but in analogue mode (the way most games play) it's not great. Good for *Mario 64* though.

3/5
Arcade Shark

HYPER DRIVE

SYSTEM: PLAYSTATION
BY: FIRE
PRICE: £19.99
CONTACT: 01302 325225 (www.fire-international.ltd.uk)

A standard pad with slow motion, turbo fire and a steering wheel around the outside of the pad. Although it works with all games, the wheel isn't analogue which makes it play just the same as with the pad, only it's more tricky to use. Two different sticks can be attached to the D-pad, but it's really just a waste of time.

2/5
MODE
SELECT
START
SLOW
TURBO

OFFICIAL SATURN PAD

SYSTEM: SATURN
BY: SEGA
PRICE: £19.99
CONTACT: 0181 996 4620

5/5
SEGA SATURN
START

The pad which comes with all new Saturns is a thousand times better than the terrible spoon pad Sega US came up with in the first place. The shape is just right, and the D-pad is completely accurate. The button layout makes it great for fast arcade games and the L and R buttons on the top are great. It's not as cool-looking as the PlayStation pad, but it's one of the best console pads made. Get one.

ASCII GRIP

SYSTEM: PLAYSTATION
BY: ASCII
PRICE: £24.99
CONTACT: 01923 202097

Designed for use in just one hand, the *Ascii Grip* has the buttons surrounding the D-pad and on the underside. It's practically useless for fast-paced games, or anything requiring more than one button to be pressed at once. It's okay for slow things like RPGs, but is otherwise only worthwhile if you break an arm and want to still play games.

TRIDENT PRO PAD

SYSTEM: NINTENDO 64
BY: LOGIC 3
PRICE:
CONTACT: 0181 902 2211

1/5
TRIDENT PRO PAD
SET
SLOW
AUTO
START
B
A

The underside of the *Trident* is cut away, making it very uncomfortable to hold after a while. The 3D Stick is very bad, often moving to the left or right on its own. The L and R buttons are badly placed and the C-buttons are too close together. Don't bother with it.

2/5
ASCII
Fighter Stick V Jr.

FIGHTER STICK V JR.

SYSTEM: PLAYSTATION
BY: ASCII
PRICE: £34.99
CONTACT: 01923 202097

Obviously designed for arcade fighting game conversions, the *Fighter Stick* has a decent microswitched stick and big buttons. The base is solid, but not a brilliant shape. Okay, but a bit pricey for what it is.

OFFICIAL PLAYSTATION PAD

SYSTEM: PLAYSTATION
BY: SONY
PRICE: £19.99
CONTACT: 0171 447 1600

4/5
SONY
PlayStation
SELECT
START

The standard PlayStation pad is still one of the best things for the machine. It's perfect for games made for the PlayStation like *WipEout*, but isn't too good for arcade conversions like *Street Fighter Alpha 2*. The D-pad itself is extremely accurate but the lack of diagonals can make playing some games a bit fiddly. Everyone's got at least one of these, and it's an excellent choice for an all-round second pad.

VRF I X-CELLERATOR

SYSTEM: SATURN, PLAYSTATION, NINTENDO 64
BY: FIRE
PRICE: £69.99
CONTACT: 01302 325225 (www.fire-international.ltd.uk)

The buttons on the *X-Cellerator* wheel are very big. It makes them easy to use while playing, but they don't look particularly cool. The pedals are too light and are designed so that they often tip over while you're playing. The wheel itself is good though.

STATIONMASTER

SYSTEM: PLAYSTATION
BY: LOGIC 3
PRICE: £14.99
CONTACT: 0181 902 2211

The buttons on the *StationMaster* are in a circular hollow which looks good, but makes them awkward to reach. The top L and R buttons are also a slightly fiddly shape. The D-pad is accurate and the pad works well enough, but it's just not one of the best.

SWIFT PAD

SYSTEM: PC
BY: LOGIC 3
PRICE: £24.99
CONTACT: 0181 902 2211

It doesn't look very good – see-through casing with nasty tan plastic inside. It works well enough with platform games and the like, but fighting games normally require all six buttons to be on the front of the pad. There are better pads available.

JAPANESE GAME SOUNDTRACKS

Hard to get hold of, but are available from some big music shops, including Tower Records in London. Games like *Final Fantasy VII*, *Tekken 3*, and *Street Fighter 3* all have decent CD soundtracks with both game music and remixed instrumental tracks. Pricey, but worth tracking down if you're a fan.

EXTENSION 64

SYSTEM: NINTENDO 64
BY: ACCESS LINE
PRICE: £5.99
CONTACT: www.guillemot.com/uk/

A two-metre extension cable for the Nintendo 64. The connections are fairly solid, but if someone trips over the cable there's a chance it'll come loose and disconnect you. Remove any big pets from the room before use.

OFFICIAL NINTENDO 64 PAD

SYSTEM: NINTENDO 64
BY: NINTENDO
PRICE: £29.99
CONTACT: 01703 653377

The standard Nintendo 64 pad is perfectly designed for games such as *Super Mario 64*, but the button layout (and tiny yellow C-buttons) makes it pretty bad for arcade-style games. Most Nintendo 64 games are designed with this pad in mind, making it the best thing you can buy as a second pad. And as an added bonus, it's available in loads of lovely colours.

CYCLONE 3D

SYSTEM: PC
BY: INTERACT
PRICE: £49.99
CONTACT: www.interact-acc.com

The *Cyclone 3D* has more buttons than most joysticks – 17, in fact. They can all be programmed to do whatever you want. The stick itself moves strangely, and takes a bit of forcing to get in the full lock position. It's not bad if you can afford it.

EASY 64

SYSTEM: NINTENDO 64
BY: ACCESS LINE
PRICE: £24.99
CONTACT: www.guillemot.com/uk

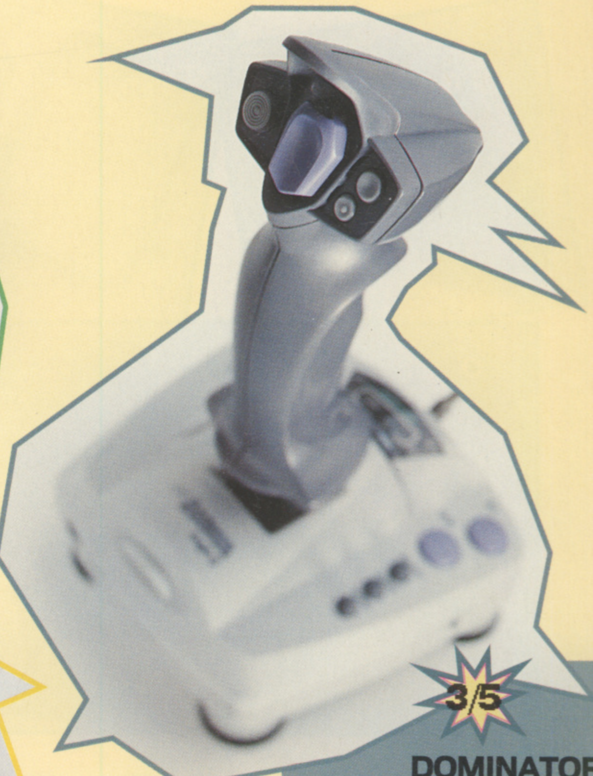
The *Easy 64* is a really bad shape. It's uncomfortable to hold in any position and feels cheap. The main buttons are bigger than usual but have to be pushed right down to do anything. The 3D stick is very bad as well, as it's too sensitive with small movements and inaccurate with large ones. Very bad.

HYPER CONTROLLER

SYSTEM: PLAYSTATION
BY: FIRE
PRICE: £14.99
CONTACT: 01302 325225 (www.fire-international.ltd.uk)

Available in loads of colours, the *Hyper Controller* is very popular. It feels cheaper than the official pad (because it is) and the buttons aren't as responsive, but for the money it's a good buy.

3/5
BLAZE
TURBO
SLOW
SELECT
START



DOMINATOR

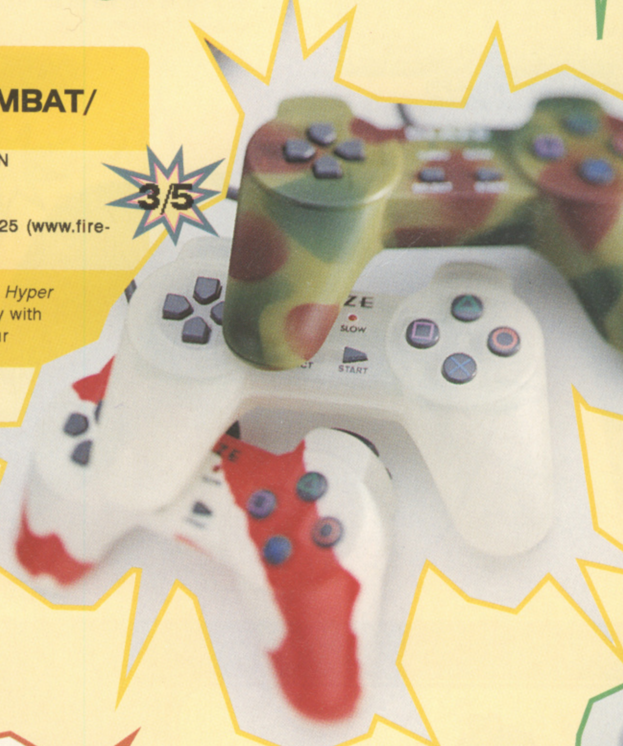
SYSTEM: PLAYSTATIO
BY: LOGIC
PRICE: £29.9
CONTACT: 0181 902 221

The Dominator works as a doubl analogue controller with a secon tiny d-pad on the top of the stick There are very few games whic work well with a stick, but big fans o *Ace Combat 2* should conside getting the Dominator. It's good

HYPER FIGHTER/COMBAT/ EXTREME

SYSTEM: PLAYSTATION
BY: FIRE
PRICE: £19.99
CONTACT: 01302 325225 (www.fire-international.ltd.uk)

Identical to the standard *Hyper Controller* in design, only with fancy looks. Choose your favourite from the *Hyper Fighter* (white with blood splats), *Hyper Combat* (camouflage colours), and *Hyper eXtreme* (glow-in-the-dark). A novelty for an extra £5, but something to impress your friends with.

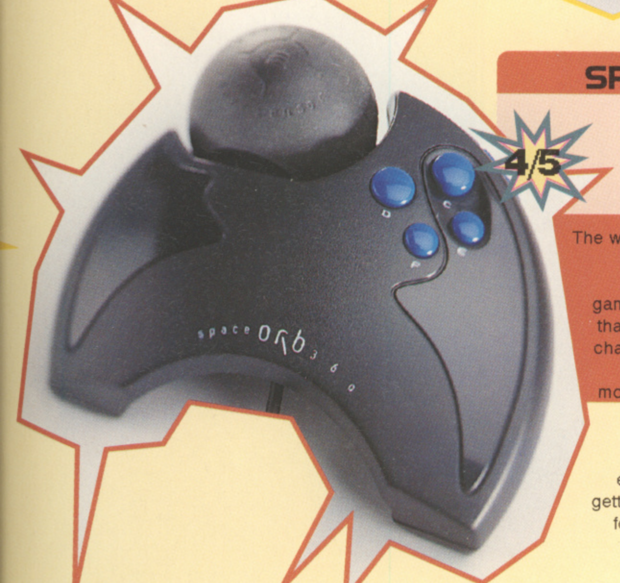


2/5
Ace Line
SLOW
SELECT
START

EASY STATION

SYSTEM: PLAYSTATION
BY: ACCESS LINE
PRICE: £14.99
CONTACT: www.guillemot.com/uk/

The shape is almost the same as the standard Sony pad, only with a different D-pad, smaller buttons and a slow motion button. The buttons are slightly too small, in fact, with a big space between them. The D-pad isn't very responsive either, making it bad for quick action games. Not good.



SPACE ORB 360

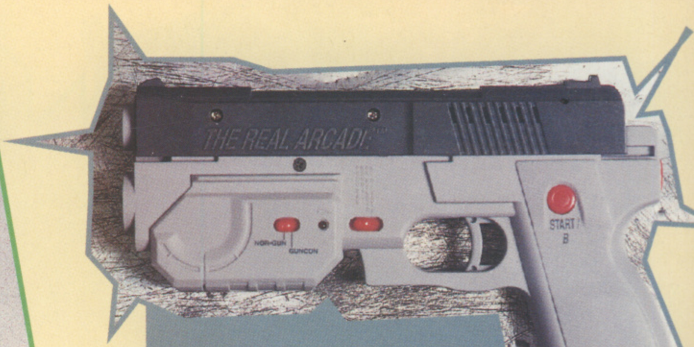
SYSTEM: PC
BY: FUN ACCESS
PRICE: £34.99
CONTACT: www.guillemot.com/uk/

The weirdest-looking joypad by a long way. It's ideal for 3D games, especially corridor games where you can imagine that the big rubber ball is your character's head. Pushing and turning it in any direction moves your character, placing both the keyboard and mouse control onto one hand. It's not going to suit everyone, and takes a lot of getting used to, but is fantastic for those with enough finger strength.

SONY CLOTHING

Here's Sony's excellent new range of clothing. It's released in mid-November and is mostly going to be available by mail order. For information call Sony's Careline on 0990 998877.

1. **Fleece Baseball Cap (£12.99)**
2. **Beanie Hat (£9.99)**
3. **Grey Wallet (£4.99)**
4. **Rucksack (£19.99)**
5. **Briefcase (£24.99)**
6. **Reversable Fleece Top (£44.99)**
7. **White V Neck Tee (£14.99)**
8. **Black V Neck Tee (£14.99)**
9. **Black Crew Neck (£12.99)**
10. **Grey Round Neck Tee (£14.99)**
11. **Black Girlie Vest (£12.99)**



REAL ARCADE GUN

SYSTEM: SATURN, PLAYSTATION
BY: JOYTECH
PRICE: £44.99
CONTACT: 01525 371769

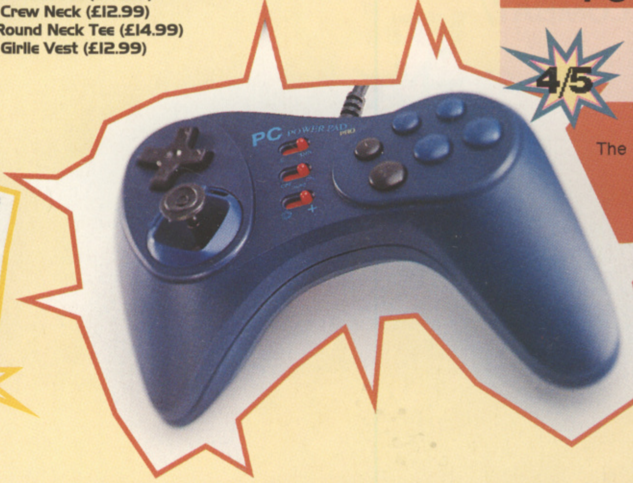
5/5

This is it. Perhaps not the right colour, but the closest you'll get to the proper *Time Crisis* gun at home. It even beats the G-Con 45. Featuring brilliant recoil, a foot pedal that is the correct speed, and sights that are so accurate you wouldn't believe.

POWERPAD PRO

SYSTEM: PC
BY: INTERACT
PRICE: £24.99
CONTACT: www.interact-acc.com

4/5



The *PowerPad Pro* is a strange shape but manages to feature most of the things you could want from a pad. It has both a digital D-pad and an analogue stick, as well as six buttons and a throttle. It's fairly comfortable to hold and works well with just about any game. Very good.

CLUB SATURN

Features some well-known DJs including Marshall Jefferson and Kenny Ken. Most of the CD is tragic, but Richard Jacques' *NiGHTS* Ambient Trance Mix is very pleasant. Just take a look at the CD case though – do you want to be seen buying that?

SEGA
CLUB SATURN
2 CD

computer and video games

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